

START A RIOT! PART THREE OF OUR HUGE VICE CITY PLAYGUIDE

P5W

AUSTRALIA'S ONLY INDEPENDENT PLAYSTATION®2 MAGAZINE

FIRST LOOK

DRIVER 3

RETURN OF THE ORIGINAL GANGSTER

REVIEWED

METAL GEAR SOLID 2
SUBSTANCE

Snake tackles cyberspace

DEVIL MAY CRY 2

All style no substance?

MOTO GP 3

The best bike sim yet

PRIMAL

Girl meets gargoyle

TENCHU 3

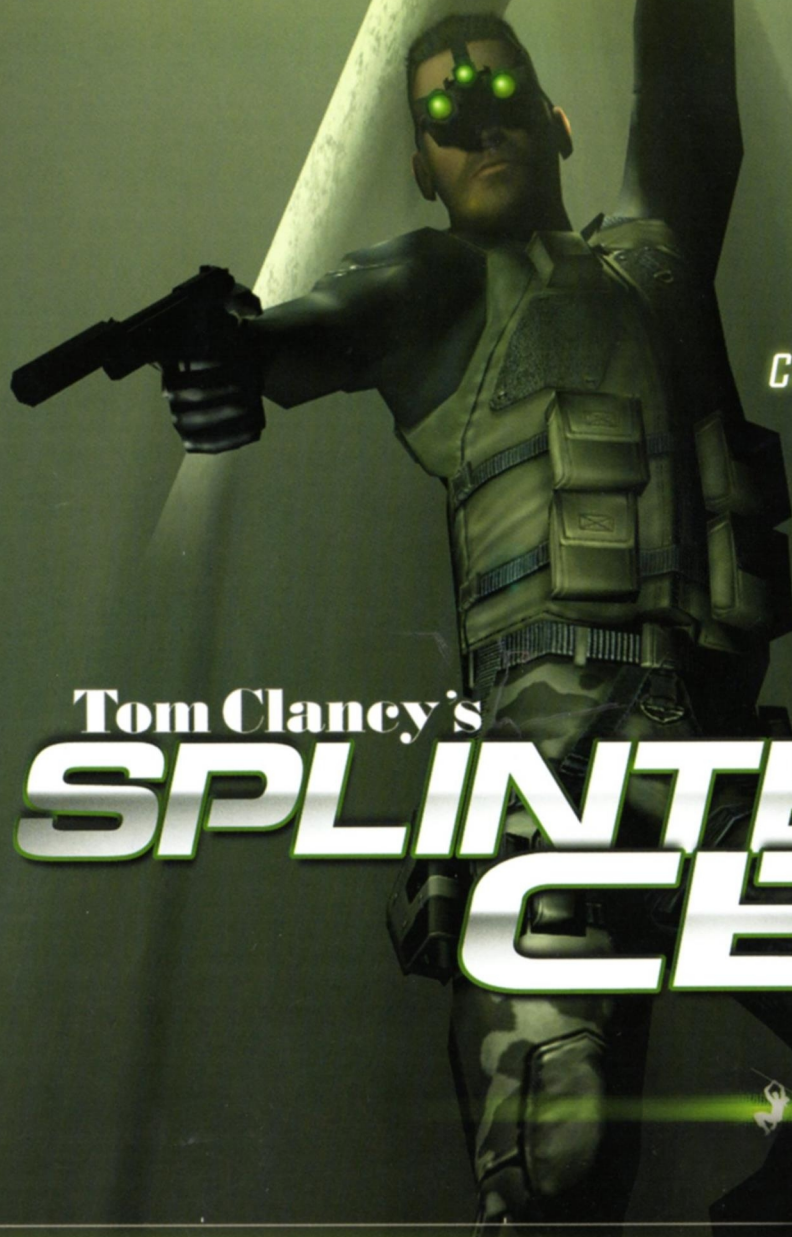
A critical assassination

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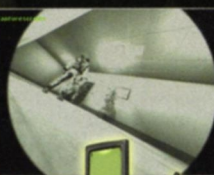
New mission, optimised gadgets, exclusive intro and cinematics.



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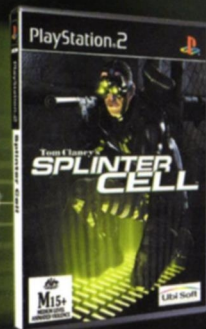
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PlayStation 2



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044

DEVIL MAY CRY II
Dante's back. And he's brought a girl with him.

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ISSUE 10



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U-LA-LA! Space Channel 5 actually gets us dancing.

FEATURES

IRAQ'S WEAPONS REPORT WAS A MASSIVE 11,807 PAGES LONG. THEY SHOULD HAVE ASKED US TO WRITE IT FOR THEM - WE'VE ONLY GOT 100 PAGES BUT WE STILL GET MORE WEAPONS IN.

020 DRIVER 3

THE FIRST TWO WERE BONAFIDE PSONE CLASSICS (WELL, EXCEPT MAYBE FOR THE SECOND ONE, BUT - GEE! - WASN'T THE FIRST ONE FANTASTIC!), BUT WHAT'S IN STORE FOR DRIVER'S DEBUT ON PS2? FIND OUT INSIDE...

034 STARKY AND HUTCH

THE NAME MIGHT BE INSTANTLY RECOGNISABLE, ESPECIALLY TO THOSE TEDIOUS SOULS OBSESSED WITH 70S NOSTALGIA, BUT FEW PEOPLE UNDER 35 HAVE ACTUALLY SEEN THE TV SERIES. SO WHAT'S THE GAME GOT TO OFFER? WE FIND OUT!

SOLUTIONS

HAVEN'T YOU FINISHED GRAND THEFT AUTO VICE CITY YET? YOU HAVEN'T? SHAME ON YOU! WE HAVE. SO MANY TIMES! SO MANY TIMES! TAKE IT AWAY, MAKE IT STOP, MAKE IT STOP! SO MANY TIIIIIIIMES!

082 GRAND THEFT AUTO VICE CITY

088 MINI TIPS FOUR-PAGE EXTRAVAGANZA

BROWSER

THINGS YOU DON'T KNOW YET BUT WILL SOON, THANKS TO OUR HANDY GUIDE TO POPULAR CULTURE.

092 DVD RELEASES

MOST OF HOLLYWOOD'S OUTPUT IS LAZY, DERIVATIVE, COWARDLY LOW-BROW BILGE DESIGNED TO MAKE CASH AND NOTHING ELSE. BUY IT AND BANKROLL MORE.

094 DVD COMPETITION NUMBER ONE

TEN THINGS TO WIN! HOW COULD YOU LOSE?

095 INCOMING!

AS OPPOSED TO OUTGOING!

096 DVD DETAILS

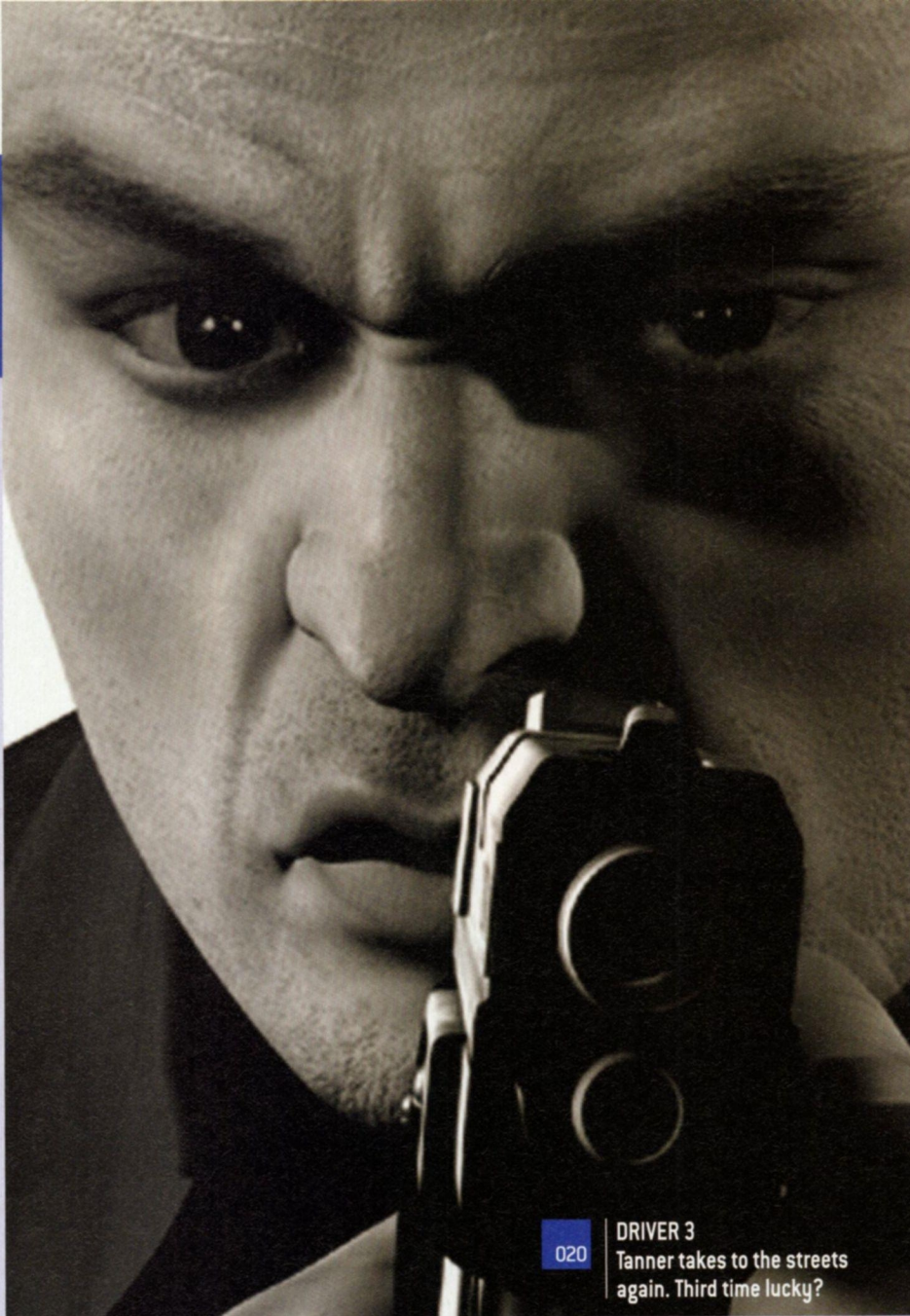
GRAHAM'S FINALLY BEEN INUNDATED WITH SCENTED, HANDWRITTEN DECLARATIONS OF LOVE. KEEP 'EM COMING, MRS SMITH!

097 DVD COMPETITION NUMBER TWO

FIVE THINGS TO WIN! THEY'RE STILL PRETTY GOOD ODDS, METHINKS.

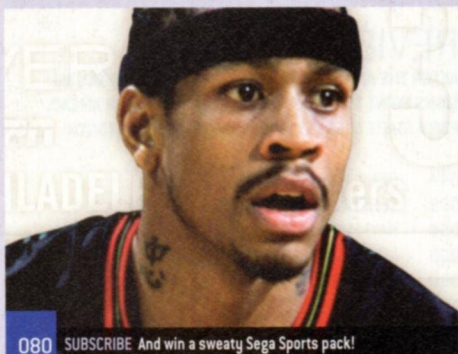
098 NEXT MONTH

PS4, TEKKEN 6, BRAIN CONTROLLERS, ROBOT GIRLS, WIN A TRIP TO THE MOON WITH DOLPHINS AND A FREE SENSUAL BACK MASSAGE FOR EVERY READER (DELAYED FROM ISSUES 6, 7) (CONTENTS SUBJECT TO CHANGE)

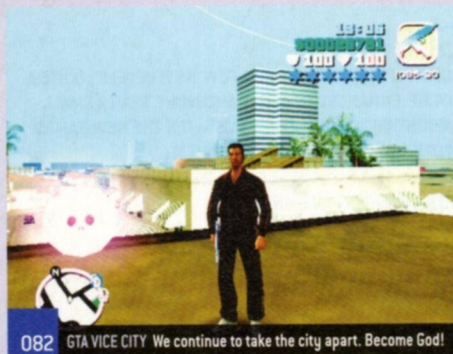


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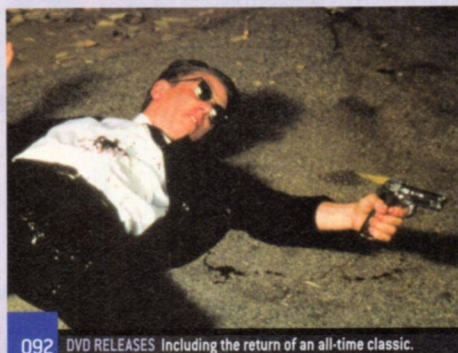
DRIVER 3
Tanner takes to the streets again. Third time lucky?



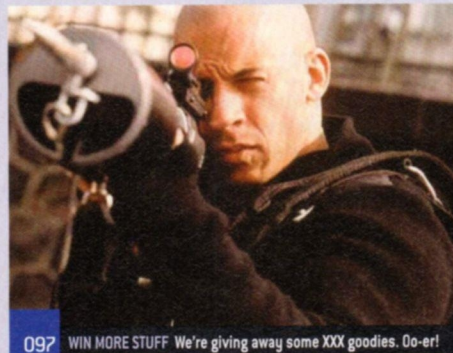
080 SUBSCRIBE And win a sweaty Sega Sports pack!



082 GTA VICE CITY We continue to take the city apart. Become God!

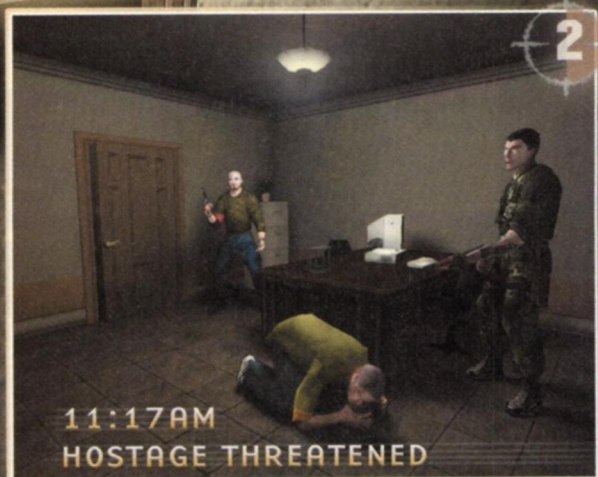


092 DVD RELEASES Including the return of an all-time classic.



097 WIN MORE STUFF We're giving away some XXX goodies. Do-er!

Tom Clancy's **RAINBOW SIX 3 RAVEN SHIELD**



11:19AM

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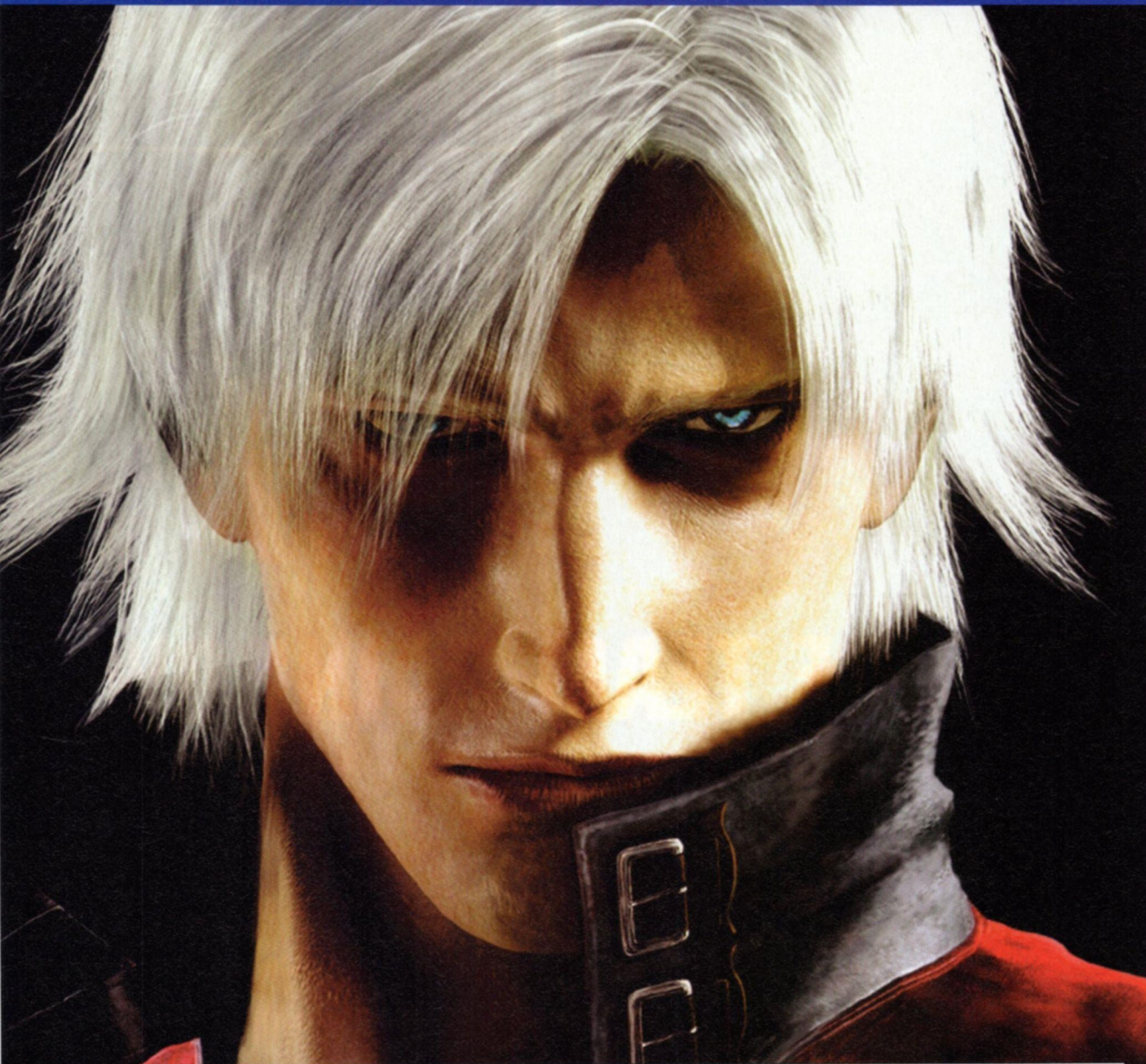


Play It On
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PSW WELCOME



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EDITORIAL

THE RESULTS OF OUR RECENT READERS SURVEY HAVE

made for some, by turns, enlightening and heartening reading. Here's a quick summary...

Most popular section? Reviews, followed closely by Previews. No surprise there. Reassuringly, even the least popular section (the Browser) had an approval rating well in excess of 70%. To this end, we're going to be tweaking our DVD coverage to include more anime releases since it's a genre more relevant to videogaming and, well, since you asked for it.

You also want to see smaller previews of more games, yet larger reviews of fewer games. Again, this is something we're working on implementing over the coming months. Expect this to be reflected in an expanded Global section, more Preview Update pages, and far fewer half-page reviews.

When asked what features you'd like to see, the response was

overwhelmingly in favour of "humour". Whether this means we're not funny right now or that we are and you like our puerile gags, I'm not sure. Either way, you can rely on PSW to continue being the only PS2 mag around that can raise a chuckle in even the most po-faced reader.

You love our coverdisc, too. We think the opportunity to sample footage of (almost) every new and upcoming PS2 release is worth far more than the handful of brief playable demos offered by our rivals. We're glad about 3/4 of you agree with us.

Demographically speaking, the average PSW reader is a male aged 19 who lives in New South Wales, buys his games from EB, sits at home watching movies and drinking booze, and shares his copy of the mag with two of his closest friends. This editorial is dedicated to you...

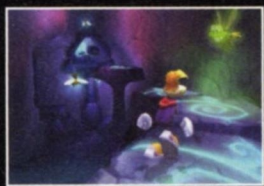
/ DAVID WILDGOOSE

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GLOBAL

ZOMBIES... AND THEY'RE EVERYWHERE... ALL OVER THE WORLD!

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THEY'VE CREATED A MONSTER! RESIDENT EVIL GOES ONLINE!

SICK OF SHAMBLING ZOMBIES AND OBSCURE PUZZLES? NOW READ ABOUT THE BIGGEST SURVIVAL HORROR GAME EVER.

■ POST-MODEM WARFARE

IF YOU HAD RESERVATIONS ABOUT *RESIDENT EVIL ONLINE* you're forgiven, because we'll confess to you now that we did as well. Serious ones at that. After all, survival horror games work best when it's you and only you against thousands of them; you walking down an empty corridor waiting for them to jump out and deliver a shock capable of sending a grandparent for a dirt nap; you with pistol in hand firing off rounds and rounds and rounds in a vain effort to keep them from tearing your flesh away like Christmas wrapping paper; you in a darkened room with nothing but the whirr of your PlayStation2's fan to remind you that you're not actually in any physical danger from them.

Or at least that's how we thought survival horror games worked best, until we sat down for an exclusive screening of the new trailer of *Resident Evil Online* this month. (Fingers crossed we'll be able to bring it to you on next month's cover DVD, so you can see for yourself through frightened half-closed eyes.) Suddenly the clouds parted and it all made perfect sense. This experience is the future of survival horror. This is the future of *Resident Evil*. This is the future of the PlayStation2.

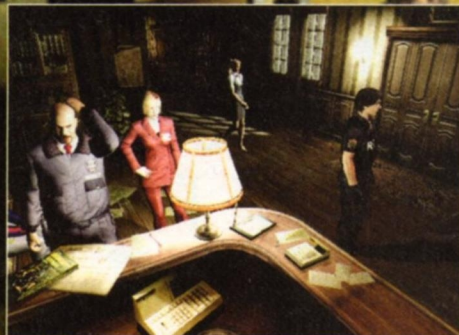
Not only is the trailer chocolate-log scary, providing the kind of frights we thought games weren't capable of delivering anymore, it also gives the clearest indication

yet of how the cooperative side of the game will function. At one point a player lays down a covering fire while a comrade desperately scrambles away to escape through an air-vent. That's what *Resident Evil Online* is all about. It resembles a disaster movie that forces everyone to work together in the hope of overcoming an obstacle so vast and powerful you have to zoom out to get a proper look at it. Increasing the feeling of everyday people confronting an otherworldly situation is the eight-strong character list — railwayman Jim, waitress Cindy, doctor George, policeman Kevin, plumber David, journalist Alyssa, security guard Mark and professional enigma Yoko all find themselves embroiled in the crisis.

Have no doubts about the scale of the zombie threat confronting these Raccoon City residents. Witness, for example, the bridge sequence, during which two players are required to hold off the hordes just so a third can cross without being eaten alive. And it's not only when you're battling zombies that you'll need the help of your allies, it's afterwards as well, when your leg is hanging by a thread and you've run out of health packs. At one point in the trailer a solo player is shown dragging himself through a dimly-lit hall, begging anyone who can hear him to come to his aid. Whether you'll come out of the shadows to help him, placing yourself at the mercy of any mutants in the vicinity, is entirely up to you. The goal, after all, is to survive.



ONLINE OF FIRE "Tell me again, how much is this costing per minute?"



AXIS OF EVIL Never forget the golden rule: there's no I in team.



DEAD RESIDENTS The auditions for Resident 4 were not attended.

STARS GAZING

SO WHERE DOES RESI EVIL ONLINE FIT IN TO THE INCREASINGLY CROWDED TIMELINE?



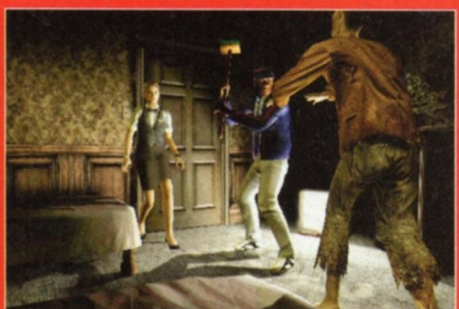
// RESIDENT EVIL

It begins with the discovery of a mangled set of remains. Two STARS operatives, Jill and Chris, infiltrate a mansion awash with violent, lumbering mutants in an effort to find out who's behind the terror.



// RESIDENT EVIL 3: NEMESIS

Hours after leaving the mansion, Jill Valentine heads into Raccoon City, where her nightmare continues in spectacular fashion. Umbrella turncoat Carlos Oliveira is her male counterpart this time around.



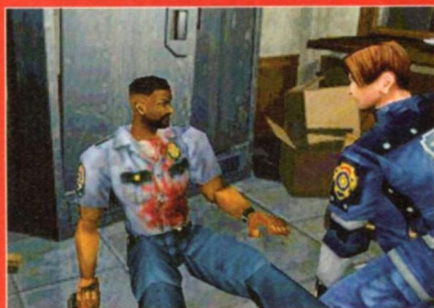
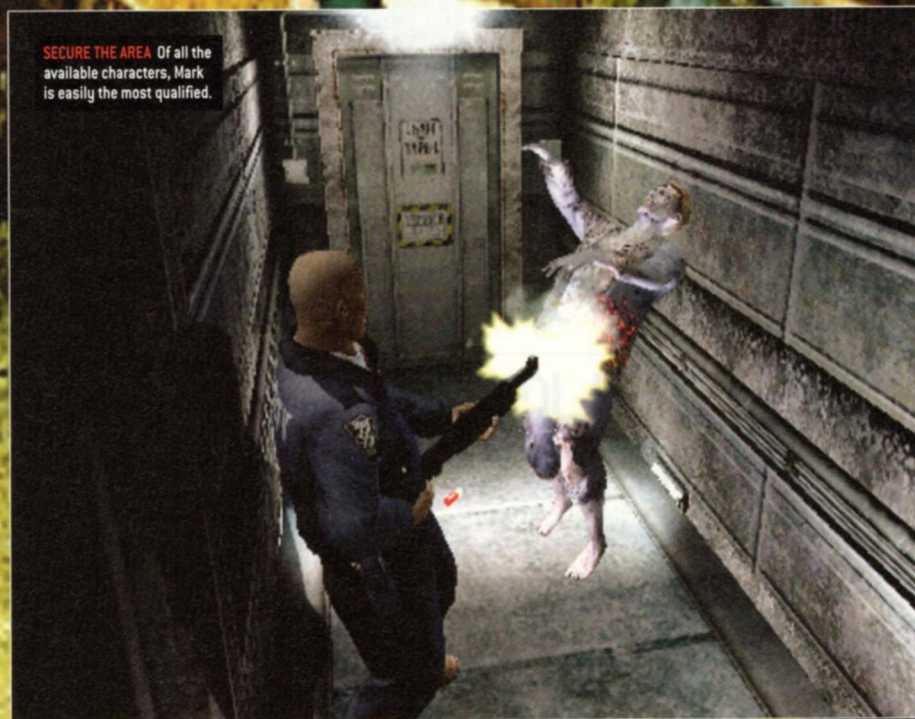
// RESIDENT EVIL ONLINE

The aforementioned bloodthirsty deformities surge deeper into Raccoon City, forcing eight everyday residents to bear arms or face certain death. The final chapter to this tale has yet to be written.

ANKLE BITERS It's time for one of those trademark Resi Evil head stamps.



SECURE THE AREA Of all the available characters, Mark is easily the most qualified.



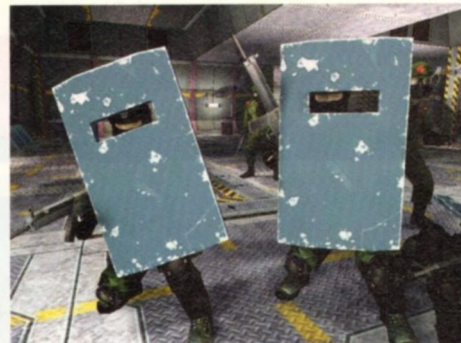
// RESIDENT EVIL 2

With the district falling under zombie control, two fresh officers, Leon and Claire (sister of Chris), are called in to flush the menace out. Once again, the Umbrella corporation has questions to answer.



// RESIDENT EVIL: CODE VERONICA X

Claire escapes Raccoon City at long last and journeys out to Paris in search of her missing brother Chris. She eventually winds up in a village teeming with (you guessed it) groaning zombies.



PEEKABOO In the future, the letterboxes will fight back.



WHERE IS HE? It's all about stealth. Kill 'em anyway.

YOU AIN'T SEEN ME, RIGHT?

STEALTH EPICS CREEP FROM THE SHADOWS – NOW **ICE NINE** BREAKS FROM COVER.

■ SSSHHH

DESPITE SOUNDING LIKE AN ALCOPOP, ICE

Nine is a virus. Some may argue that alcopops are a virus too, but this is a computer virus – the most deadly yet. It can be transmitted through power lines, allowing terrorists to target power stations, seats of government and... well, anywhere they like, really. Naturally it's up to you, as secretive CIA operative James, to foil the plot to steal it from an upstanding government (this is where all those tax dollars went) and use it. It's frequently claimed that players' actions affect a game, but not always obvious how – here players either choose to stay CIA-loyal or turn traitor and become a double agent for the Chinese. Terrorist organization 'Xu' is recruiting, you see. Naturally you'll see different endings depending on how you behave.

15 types of enemy are promised, with various levels of skill and aggression reinforced up with intelligent behaviour, such as running away, calling for backup, throwing grenades back and dying from headshots. Not so intelligent behaviour, such as talking during a battle, also makes an appearance. Note to self: shoot first, quip later. Things begin at a training facility in Virginia, but soon take a turn for the Bond as you work towards an offshore terrorist base with its own

submarine pen. As you're CIA you must do more than just shoot, and it's possible to steal the clothes of fallen victims and assume a disguise. All this, plus hot fellow agent Layla who may or may not be a traitor herself, will be coming your way in June.

SILENT KILLAS Sam Fisher, Snake and now James. All very quiet neighbours.





BIG TROUBLE IN LITTLE LA

THE LATEST PICS AND INFO ON THE GTA WANNABE TRUE CRIME: STREETS OF LA.

■ WOO HOO

YOU CAN DRIVE A CAR ACROSS MILES of painstakingly recreated downtown LA and then you can get out and bust some heads. But it's not simply *GTA* in LA, thanks to the huge John Woo influence. A lot of time has been spent on the out-of-car sections giving this game a genuine kung fu feel. You can still shoot everyone from a distance or you get up close and snap a few necks in spectacular fashion. Karate kicking your way

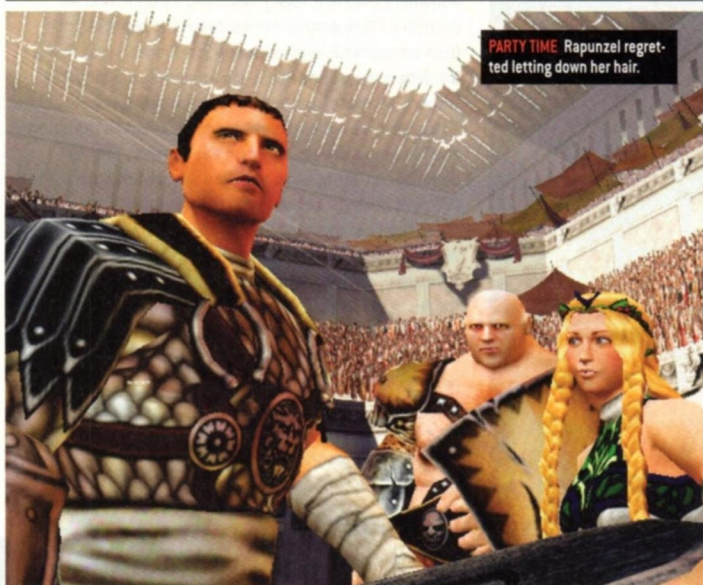
through a wall of muscle as you proceed to dismantle a Chinese restaurant looks just like a scene out of *Face/Off*. Pull out your twin pistols and you'll be treated to the obligatory slo-mo pioneered in *Max Payne* and overused by almost every single game since.

When you step out into the sunlight and jab your elbow through the passenger window of a parked car you've got literally hundreds of square miles of LA to burn through. Considering *The Getaway* took five

years to make and ended up with 28 square miles of amazingly accurate London to play with, we reckon *True Crime* either comes on ten separate discs or it's gonna be a slightly watered down version of LA that you're let loose in. Even so, this combination of kung fu fighterly, slow motion gunnery and rubber burnery might just have what it takes to do a better job of the *GTA* thing than all the other pretenders already queuing up. We'll find out for certain when it's released this winter.



MISSED OPPORTUNITY Surely they should have got Jet Li to sign up.



THUMBS UP?

OR A RESOUNDING THUMBS DOWN FOR *GLADIUS*, A GLADIATOR-INSPIRED ROMAN COMBAT SIMULATION?

■ ROMAN AROUND

SO THERE YOU ARE, WATCHING A FILM, thinking how it might make a quite good video game, only you're the head of LucasArts and therefore perfectly placed to make a few calls in the office tomorrow and make it happen. *Gladius* – which looks and sounds just a tiny little bit like the Russell Crowe movie *Gladiator*, don't you think? – follows the exploits of Ursula and Valens, two young warriors, as they build up a team of gladiators to enter the national tournaments.

Did Roman gladiators have magic powers? Well they have now, with *Gladius* asking your men to learn spells as well as

combat skills as they join the race to become Imperial Champ. The fighting takes place in a variety of roman gladiator arenas, with the excitement of the crowd boosting your fighting team's skills – so get the public on your side with some flashy moves.

Better weapons may help, which you can buy, plus there are skill points galore to allocate to the team and make 'em tougher still. The gameplay is not all hacking though – *Gladius* is a mostly turn-based affair, which places more emphasis on your training and man management skills than your slashing. They're saying it'll be out in autumn. Which probably means September.



BIKINI KILL An armoured two piece offers no defence.



LET THE KILLING BEGIN Build a up a team of gladiators.



TAKE NO BULL Aguilera's fashion spreads far and wide.



PLAIT'S ALL FOLKS The emphasis is firmly on training.



HIP HOP REPLACEMENT When the cabers run out they make do with pimps.

VANILLA ICED

IF **DEF JAM** DOESN'T INCLUDE THE MOST DESPISED RAPPERS OF ALL TIME IT'S THE BIGGEST MISSED OPPORTUNITY EVER.

RESPEK

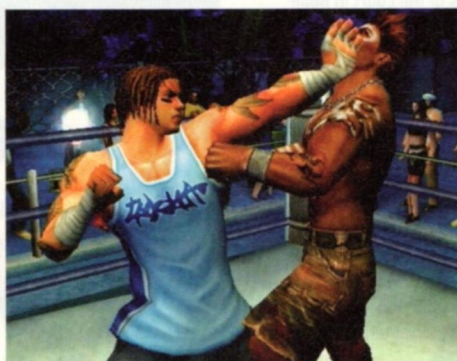
EVEN IF THEY WERE SIMPLY UNLOCKED AS SECRET characters, we'd love to see Vanilla Ice, MC Hammer, Marky Mark and his Funky Bunch and all those blokes whose names we can't even remember because they only chipped in with a couple of lines on a dodgy C&C Music Factory track, feature in this rapping scrap fest. Who wouldn't want to give them all a damn good panning? Unfortunately for the moment the maker is keeping it real with modern MCs like Method Man, Ludacris, Scarface, Nore, Ghostface Killah and the seriously jammy Redman. He's the lucky guy who got to sidle up to Christina Aguilera's gyrating booty in the *Dirrrty* video.

Developed by the team behind *NBA Jam* (ace street basketball game that ditches all that confusing serious stuff) *Def Jam* does a similar thing with the world of wrestling. If you find all those

sweaty men in leotards a bit damaging to your machismo, a bunch of sweaty men in chunky gold chains and jeans four sizes too big might make things a little less embarrassing. You can even ditch your be-yatch for a sexier model as you work your way through the ranks, with your ultimate aim being to win over the delectable Christina Millian. And, of course, gaining the respek of your fellow wordsmiths by dishing out some pain courtesy of over 1500 different attacks from the worlds of karate, kung fu, kickboxing and plain old street brawling. Apparently the climax to the story mode is a face off with your worst enemy, the all powerful D-mob. Are they sure? The last thing we can remember of D-mob was when they combined with the seriously unfearsome Cathy Dennis asking us to "c'mon and get their love". Obviously they've got a little bit nastier since then. Feel the bass and smack Funkmaster Flex in da face this April.



DON'T HUG ME MAN Things get a bit awkward when chains get tangled up.



SMELL MY GANGRENE That's it. I've had enough of your toilet mouth.

WIN!

10 G1 JOCKEY 3 PACKS

COMPETITION

From THQ, we have 10 copies of *G1 Jockey 3*, the best-selling horse racing sim on PS2, to give away.

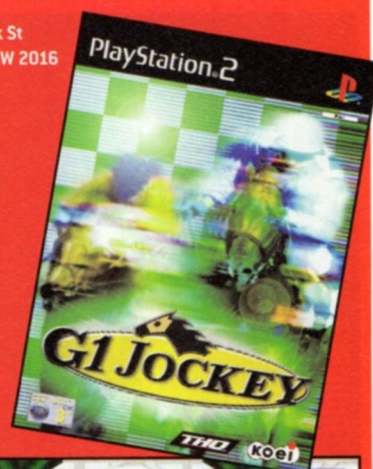
HOW TO ENTER

Answer the following question on the back of an envelope:

Q. What does G1 actually stand for?

Send your entry to:

My Kingdom For a Horse Comp
PSW
78 Renwick St
Redfern NSW 2016
Australia



DIE SLIGHTLY HARDER STILL

DIG OUT THE UNDERSHIRT AND HELP JOHN MCCLANE CLEAR UP A TERRORIST MESS IN **DIE HARD: VENDETTA**.



■ JUST ANOTHER DAY AT THE OFFICE

HE'S SAVED HIS WIFE, AN ENTIRE OFFICE BLOCK, an airport, a fleet of passenger planes and the whole of New York City. And now John McClane has to save his precious daughter Lucy, who's been nabbed during an audacious raid on an art gallery.

Battling through more than ten vast locations, including a return to the Nakatomi Plaza building, scene of the original movie, *Vendetta* blends familiar *Die Hard* characters like Piet Gruber (son of Hans) and Sergeant Al with a cast of new creations, including a Hollywood actor and a corrupt museum curator.

It's entirely up to you how you set about freeing your daughter. Laying traps for patrolling goons is a quiet, efficient way of clearing a corridor or sparing the life of an innocent, but it's far quicker – not to mention more fun – to make with the minigun. A neat new move allows you to take guards hostage yourself, though quite what effect this will have on the combat remains to be seen.

Much has been made of *Vendetta*'s multiplayer game, which includes such staples as King of the Hill and the bog-standard Deathmatch, along with a choice of more than 100 characters to pick from. Specialist weapons, like the boxing gloves, will be available in multiplayer, but only in limited amounts. Expect McClane in May.



MAN AND MACHINE GUN John McClane doesn't do anything by half. Double uzis. Right in the face. Very harsh.



SORRY SEEMS TO BE THE HARDEST WORD All you want is an apology. And your daughter back. Is that so hard?

IT'S GETTIN' HOT OUT THERE

NBA STREET IS BACK - NOW WITH ADDED NELLY.

■ VESTS IN PRACTICE

BASKETBALL ISN'T EXACTLY THE MOST popular sport this side of the Pacific.

Poor sales for the numerous serious Bball sims are a testament to that. But that's not to say a basketball game can't be fun or successful. EA hit the right note with the original *NBA Street*, and we all lapped up its immediately gratifying thrills. It didn't try to bewilder and confuse us with rules that only one person in the country fully understands. It just gave us a court, four lanky men and some of the most spectacular moves imaginable. It was simple, easy to get into and provided endless entertainment.

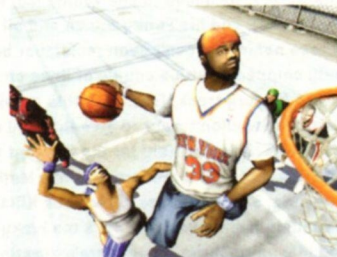
Several new moves have been

introduced to *NBA Street 2*, including 'Pass out', where you can pass the ball off the backboard, and 'Off the Heezay', which allows you to bounce the ball off an opponent's head. The game will feature more than 150 famous NBA stars past and present. Names like Julius Erving, Larry Bird and Clyde Drexler probably don't mean too much to us over here but they're absolute legends of the court in Bball circles. Much more interesting to

those not already familiar with the sport is the inclusion of famous people not particularly renowned for their hoop-shooting skills. Rap star Nelly is the first big name to be confirmed for the game. As you can see from these screenshots they've got his likeness down pretty well even capturing his trademark cheek plaster, or is he just extremely bad at shaving?



DILEMMA How will Nelly reach the hoop from there?



PLASTERED As well as Nelly, it features 150 NBA stars.





RIGHT ANGLE? "Are you dead, or just trying to see up my skirt?"



SICK FILTZ Hitting a girl with a hammer? Ban it!



TIME TO DIE

CLOCK TOWER 3 PUTS THE HORROR IN HOROLOGICAL.

SECONDS OUT

THE SURVIVAL HORROR BANDWAGON

picked up a new passenger recently with the announcement of *Clock Tower 3*. It's the first of the series to appear on PS2 and, in parallel with *Silent Hill 3*, features a young girl as its lead. Her name is Alyssa. She too is an innocent thrust into a twisted world of terrifying creatures and stuck doors, but it doesn't stay that way over the course of the whole game, as Alyssa learns about herself and becomes a powerful demon hunter.

What this means is that players must initially learn to use cunning and stealth to

outwit and avoid the monsters by hiding in the shadows (*Isn't that where the monsters are too?* — Ed) and using everyday items to protect herself. She has no set weapon such as a pipe or a gun, you see. Later Alyssa gains special abilities — let's hope they include the ability to step over knee-high piles of junk, something that so flummoxes so many other gaming heroes — so you'll need to master these too. It seems Alyssa's something of a Buffy figure, in fact, as she's doomed to be a demon hunter whether she likes it or not. You'll be finding out whether you like it or not around the month of May.



HAMMER TIME Looks hard, but we bet one punch takes him out.

HOT ROLLERS

ARCADE SEQUEL **CRAZY TAXI HIGH ROLLER** IS COMING TO PS2. SEE WHAT YOU'LL BE PLAYING LATER THIS YEAR.

NEXT BIG CRAZE

STRAIGHT FROM SEGA'S ARCADE DIVISION

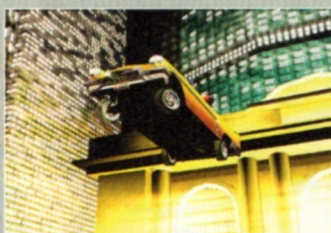
comes *Crazy Taxi High Roller*, a new arcade version of the legendary cabbie simulator. So hot it's not even out in the arcades until the summer, *High Roller* offers the original *Crazy Taxi* San Francisco-alike city, plus a recreation of Las Vegas and a separate skyscraper-filled version of New York to slide, skid and proposition pedestrians within.

This new *Crazy Taxi* also features the

bizarre hop move which debuted in the Dreamcast *Crazy Taxi 2*, plus there's set to be plenty of "rib tickling gags", well so says the press release. And the great news is that it's coming to PS2 later this year. Can't wait? Hit the arcades and have a go, if there are any arcades left near you that haven't been turned into new branches of Starbucks or building societies.



YELLOW PERIL Crash a lot—taxis never break.



INSANE BONUS It appears the game is crazy.



SAY IT AIN'T SO It uses an Xbox arcade board.

WIN!

RELIVE YOUR CHILDHOOD WITH ACTIVISION ANTHOLOGY

COMPETITION

Fed up with cutting edge sound and graphics? Sick and tired of deep and immersive gameplay? If you think gaming was better "back in the day", why not try your hand at *Activision Anthology*! It's a retro gamers wet dream, featuring dozens of "classic" titles from the halcyon days of the Atari 2600 all presented in their sparkling original form. We've got five copies of *Activision Anthology* to give away for those able to answer the following question on the back of an envelope.

Q. Name another Atari console besides the 2600.

Send your entry to:

Retro-tastic!
PSW
78 Renwick St
Redfern NSW 2016
Australia





CLOG CHOP The most inappropriate fighting footwear ever.

KING OF THE FIGHTERS 2003

NEW CHARACTERS GATECRASH THE **SOUL CALIBUR 2** PARTY. GET READY TO WAVE YOUR SWOLLEN THUMBS IN THE AIR.

SOUL MEN

FIGHT FANS SPEAK OF THE SOUL CALIBUR series as if it is the be all and end all of fighting games as we know them, enjoyed by a exclusive fight club of players able to pull off huge combo attacks in less than a second. There is a reason for all the fuss. *Soul Calibur 2* offers the glitzy visuals of *Tekken* while satisfying *Virtua Fighter* fans with its massive depth. Better still, the PS2 version looks like beating the recently released arcade machine hands down.

More than a simple conversion, Namco has added new characters and modes to the formula of weapon-based battery. Already *Soul Calibur 2* beats *Tekken 4* and *Virtua Fighter 4* hands down in terms of hard hitting beauty. Heihachi, the balding boss from *Tekken 4* makes a special guest appearance alongside new character Necrid, designed by Spawn comic book supremo Todd McFarlane. Heihachi retains his super strength as he is the only character in *Soul Calibur 2* not to own any kind of sword, sabre or axe. Instead, he relies on a devastating

selection of cranium splitting punches and the occasional clog toe punt. Necrid, on the other hand, uses two green sabres to toss enemies into the air before juggling them even further skywards with his legs. Looking much like the Incredible Hulk, Necrid is a giant able to direct lightning towards his opponents and make whole arenas shake.

Level locations include churches, dungeons, mountains and the slimy green lair of new man Necrid. Traditional arcade, time attack and survival modes are included alongside a Weapon Master

feature, which comprises of challenges that will unlock 200 specialised weapons for your destructive usage. If *Tekken 4* seemed too short-lived, *Soul Calibur 2* should have you stabbing at your joypad for months to come.

Scheduled for a March 27 Japanese release and August US debut, Australian gamers will have to wait a little longer for the biggest fighter of 2003 thanks to a new publishing agreement with EA. Mark September in your diary and then check back next month for our massive playtest and amazing DVD footage.



CHERRY BLOSSOM Heihachi conquered via his lack of deodorant.



HEAVY METAL Ah, the beautiful and slightly kinky clash of skirt and sword.



PEG LEG Xianghua attempts to achieve victory with her false limb.



ELECTRIC BALLET Xianghua stunned opponents with her ridiculous dance manoeuvres.



AGE CONCERN Heihachi begged for mercy like a child.



BALLS OF FIRE The old man goes mental. Again.



STAR TURN Who wants to be in LOTR 3? Hands up!

PUNK GRANDAD VS SEMI-NAKED NECRID

A CLOSER INSPECTION OF THE DEADLY NEW ARRIVALS

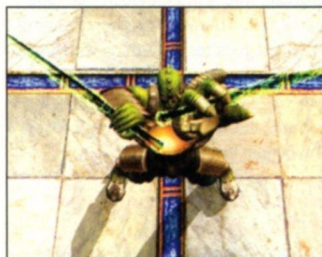
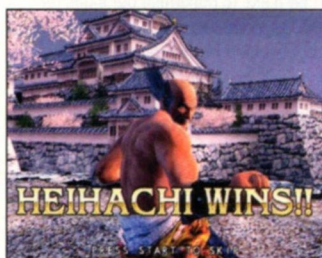


■ HEIHACHI MISHIMA

HISTORY: Tekken boss since 1994. Supreme Tekken champion and King of the Iron Fist. AKA The Daddy.

LOOKS LIKE: A pension age member of The Prodigy with designer pyjamas.

BEST MOVE: Placing one foot firmly on the ground while hiding his clenched fist, Heihachi moves at supersonic speed towards his victim and plants his fist squarely in their rib cage.



■ NECRID

HISTORY: Very sketchy. Unveiled during a Japanese press conference, and created by US comic book artist Todd McFarlane.

LOOKS LIKE: The offspring of The Incredible Hulk and a lady lizard.

BEST MOVE: Necrid's attacks are based around his giant glowing sabres. Watch him smack an opponent in the face before lifting them into the air with his blades. Wince as he impales the falling fighter.



WIN!

CHARGE INTO BATTLE WITH DYNASTY TACTICS

■ COMPETITION

Army generals have got it easy, don't they? Sitting back in their plush war rooms, puffing on a fine Cuban while pushing miniature soldiers across a dinky little map. They're so detached from the blood, sweat and fear on the actual battlefield. It's the only way to fight a war, if you ask us. And we're sure you agree. If so, we've got an amazing ten copies of *Dynasty Tactics* to give away for those like-minded wimps able to answer the following question on the back of an envelope.

Q. Who the hell is Nobunaga?

Send your entry to:

Charge!
PSW
78 Renwick St
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THE SHOE: Arrogant tosser or peerless genius? Or both?



MEET MELBOURNE HOUSE

Words: Jackson Gothe-Snape

AUSTRALIA'S VERY OWN MELBOURNE HOUSE HAS JUST RELEASED THE EXCELLENT **GP CHALLENGE**. WE CAUGHT UP WITH RUSSELL COMTE, HEAD OF RACING, AND KEVIN "ZAPH" BURFETT, PRODUCER, DOWN IN MELBOURNE FOR THE GAME'S LAUNCH

POLE POSITION

HOW DO YOU DEAL WITH DEVELOPING A GAME WHERE CONSIDERATION MUST BE GIVEN TOWARDS A RANGE OF RACING DEMANDS FROM THE VARIETY OF POTENTIAL CUSTOMERS?

Russell Comte: It's a challenge. You can take inspiration from *Gran Turismo* or Geoffrey Crammond's (*Formula 1 Grand Prix*) circa 1992 - we really want to make this happen, because it's what we do and

it's what we know. And I think interpreting it, putting it into the controller, is where the magic is. It's the guy just hitting buttons left and right, forward and back, and he's feeling like he's racing a formula one car - what a fantastic achievement that is. I'm an old gamer, as you know, so I'm tap, tap tapping away here - I'm not even on the analog. I'm on the digital, and I'm tap, tapping away and I've got the back end out and I'm catching it on tap number two and it's fantastic stuff. I'm hoping that other people are feeling that same thing.



TOYOTA-TASTIC! It's chaos on the opening lap, one of the rare occasions in F1 when the cars get this close.



RENAULT CAM Just pull out to the right then use the other cars as brakes.



Zaph Burfett: You're trying to make a game for everybody, at least, for everybody who is interested in that type of game, and if you make a game ignoring that, which goes for something with small appeal, hardly anyone's going to play it. I mean, we're making it so we can play it ourselves, but we're also making it for as many people to play as well.

WHAT DO YOU LIKE MOST ABOUT GRAND PRIX CHALLENGE THEN?

R: Phwoor! Graphics, physics, load times, replay cameras.

Z: It is, everything. It really is a whole bunch of things.

R: Also, from what it looked like early on, with the PS2 memory budgets, it's nice just to see how we've got the game looking. The overall rendering I think is really great, nice and soft - it's drawing a massive amount of polygons.

WHAT PRIORITY DO YOU GIVE TO REAL-LIFE TRACK-TIMES, AND OTHER ACCURACIES IN THIS VEIN?

R: It's a consideration, but it's not an absolute. If it meant that the AI was too fast, or too slow, or the physics was too hard to control, we would let it slip. So the game's not purely accurate. But we did use it as a basic grounding, so when we're trying to calculate horsepower or aerodynamic drag etc, we'd use telemetry from the cars as our guidance for what

those figures should be.

Z: Yeah, gameplay takes precedence.

STARTING A PROJECT SUCH AS THIS, IS IT INTIMIDATING KNOWING THAT YOU'RE COMING UP AGAINST THE CONSIDERABLE FORCES OF A SONY OR EA PRODUCT. ARE YOU CONFIDENT?

R: Yes. I think. I said when we set sail on this project that we were so ready for this game. We didn't see it as our ultimate challenge, but instead, our ultimate dream. We did see it as a big challenge, but we felt very confident that we could come up to the mark and we could provide not just polygon counts and graphics and everything like that, but we could make the game that we felt that was a game that formula one racing game fans, and game fans were looking for. I think we got pretty close on a lot of those levels.

WHAT'S THE TEAM DOING NOW, CONSIDERING WORK ON GPC HAS BEEN FINISHED FOR SOME MONTHS NOW?

R: We'd like to maximise our skills for racing games. So, as we work through Transformers [*their upcoming title*], we'll definitely be looking at making another racing game - we'd probably like to get it on the streets. *grins*

ARE THERE FEATURES OR ASPECTS OF RACING YOU'D LIKE TO ADD IN FUTURE PROJECTS?

R: We just want to add more every single time. That's the great thing about



WILLIAMS IT WAS REALLY NOTHING
Another dud day for Ralf and Pablo.

computer gaming, you can have more every time.

Z: Some of them bring up problems though. Say if you make a game with realistic marbles outside the racing line, say, where really the only place to race is the racing line, it doesn't make it as much fun. So you need that to be optional, or you really need to balance it well because if there was only one way to drive through a corner safely...

R: It's a question of what you're providing, like for low replay cameras, I want marbles. Yes please. But if I've got 3 laps to get from 22nd to 1st position, then marbles off, thank you.

DO YOU THINK WITH A CONTROLLER-BASED INTERFACE SUCH AS THAT OF THE PS2, SOME OF THE MORE ADVANCED SUBTLETIES ARE LOST ON THE PLAYER?

Z: If Schumacher had to drive using a controller like that he would have trouble...

R: We'd kick his arse.

Z: If you pick up a steering wheel, the control changes. It's the same control, but you can feel the difference. You've got so much more control over the car, that's just the nature of the device. If you had to drive your car with a left and right button...

R: There'd be a lot of accidents out there.

Z: You'd definitely be taking it slower through corners, I can tell you.

WERE THERE ANY DIFFICULTIES IN USING THE FIA LICENSE WITH THE GAME'S DEVELOPMENT?

R: The biggest one really was the team approval, because it sat below the FIA, who were actually really great to work with. Getting the cars approved, and updating them to the race before the day we cut our gold master was absolutely spooky – really the toughest, scariest thing for the art department.

Flying cars is something that you kind of have to look out for. In most games, once you break that sort of base level of traction, cars fly really easy, and so we had to have a gravity-god pushing the cars down. In fact when I was in London talking to these guys about approving the game, I had to jump the kerb at Imola, to show the car wasn't going to do the mad spin through the sky that it did in one of the competitors' games. They were actually close to recalling that game, off the marketplace, because Bernie found it unacceptable that he was seeing his cars pirouetting in the sky in zero gravity.

THANKS FOR YOUR TIME GUYS!



PALM OFF He enjoys the vibrations gained from the ripple strip. Ooh!

WIN!

KICK BUTT WITH DARK ANGEL

COMPETITION

Sure, it's no match for *Buffey* (which in turn now pales in comparison to the real *Angel*), but *Dark Angel* had managed to secure itself something of a cult following before it was cruelly axed after two seasons. And of course, Jessica Alba has a nicer arse than Sarah Michelle Gellar. We've got five copies of *Dark Angel* to give away to those arse-lovers who can answer the following question on the back of an envelope.

Q. Who created the *Dark Angel* TV series?

Send your entry to:

The Sinking Ship Comp
PSW
78 Renwick St
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Australia



Dialogue



THE PART OF THE MAGAZINE YOU WRITE, THEN WE TYPE IT UP IN THE CONDUIT ITC FONT AND PUBLISH IT ALL.



METAL GEAR Now with less story and you still complain.

/ TWO GRAMS OF CRACK

Why haven't you been printing any news on PlayStation3? According to the internet it's going to have a little slot in the front which dispenses two grams of crack cocaine every day to make it even more addictive than before. Wow, Sony, you think of everything. And do you remember the Emotion Engine? What was that ever used for in the end? Did it even exist? How the hell can video games ever be emotional anyway? Do you think Sony are working on similar publicity gimmick features for inclusion in PlayStation3?

Mark Brammel,
Via email

Here are some facts we've made up about PS3 among ourselves in the office today: it will come with 500 free films built in, it will have 16 controller ports, it'll have a credit card swipe facility for online shopping, it'll probably play DVDs and CDs, the games will look better, you can pick it up and use it as a camera, and it's almost certainly going to be black again.

/ WAVERING FOR MONTHS

Thanks for re-recommending *Frequency* (PSW#7, Essential 20 Feature) and finally making me buy it. I'd been wavering for months and... wow! What an amazing game. Even the No Doubt track sounds fantastic. I've been putting in about four hours a day of playing time for the last week and, luckily, am yet to hit the mental ceiling you speak of, probably because I'm not good enough at it yet. Is it really possible to complete the track on Expert difficulty?

Clifford Hand,
Via email

Frequency is an endurance sport, they should put it in the Olympics. Once you have trained, enhanced and honed your reflexes and timing, the Expert mode will be possible and you'll wonder why you ever found it so tough. There's one drum pattern on the Roni Size track which feels so... right. Calling all *Frequency* players: send us in your high scores and we'll print them (as long as they're not better than ours).

/ TOO HORRIBLE TO SHOW

I too remember *Mortal Kombat* fondly. At the time I thought it was loads better than *Street Fighter*, although I now realise I was getting a bit carried away there. The new MK looks spectacular though, as well illustrated on your last DVD, but you didn't show any Fatalities! Is this because you couldn't do them or were they just too horrible to show?

Paul Cheable,
Via email

Luckily for us we are in possession of a full list of the MK Fatalities, which is a shame seeing as we're not really that interested in performing them any more. Yes, they were too horrible for us to show.

/ COMPLETELY RIPPED OFF

How, in the name of Hideo Kojima, can you dedicate eight pages to *MGS2: Substance*? Konami have sold out on PlayStation gamers, taking *Metal Gear* to Xbox and recycling the game into its "Substance" or

MISCELLANEOUS CUTS

What are these stories I hear about Nintendo suing Sony?

Ryan Cunningham

Your DVD is rated MA15+, if so then it must be okay to show breasts. I've seen breasts in many 15+ films.

Jason Bexon

Got bored with it after a week mate.

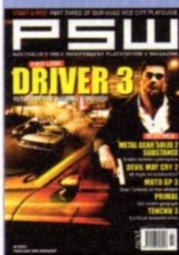
Simon Hall

My friend has a Capcom mobile phone screen icon. He hasn't got a girlfriend.

Paul Feening

Jo asks why Super Mario isn't on PS2.

Erik Andrews



SEND YOUR THOUGHTS TO:

Dialogue, PSW,
78 Renwick St,
Redfern NSW 2016
Australia.
psw@next.com.au

whatever Kojima says. My question... Why did they not bring it out like this in the first place? As a gamer, I feel completely ripped off. I also saw *MGS2* in a tin case like that Terminator 2 DVD, I couldn't believe that they only decided to do this now. Do you not feel a glimpse of sadness at what they have done to us? However, there will still be a load of people rushing out to buy it come March. Little do they know that I will be outside EB armed with kippers to slap in their faces!

Chris Sinnott,
Via email

No, surely what Konami has done, as the guy below is just about to say, is listen to all you moaning old women and make a game packed with accessible and classy missions with less of the storyline nonsense everyone hated so much in the first place?

TAKEN TO ITS LOGICAL CONCLUSION

Seeing how the *Metal Gear Solid* developers have listened to gamers and removed everything they didn't like (ie, the story) from *MGS2: Substance*, I was thinking: what if other game makers followed this lead with their sequels? For *V8 Supercars 2* they could just remove all of that awful trackside scenery and have the races taking place on the surface of a flat sphere, for *Pro Evolution Soccer 3* they could remove the team names and just have eleven teams of nameless men, and 3DO could just give up altogether and turn their office into a wicker basket manufacturing facility.

Chris Quayle,
Via email

/ FINGERS AND THUMBS

WARNING! Did you know that while playing on the PS2 when your hands are cold, your fingers and thumbs don't work as fast as they could do? I noticed this while playing *GTA3* when I tried to do the 'no cops' cheat really quickly before I got crumbled by a tank, but since I was cold I didn't manage to do it as fast as I normally could.

Jack Darby,
Via email

Exactly - that's why we spend so much time with our hands down our trousers. Our own trousers, not each other's, by the way.

/ REFUSE TO PLAY FIFA

FIFA 2003 v *Pro Evo 2*, Them v Me, Friendly Battles v Lonely Sessions. It turns out that all my friends have converted to *FIFA* which has deeply shocked me. Although I appreciate the vast improvement over previous *FIFAs* I still despise the game and love the 'rather good' *Pro Evo 2* but I have a dilemma. They refuse to play *Pro Evo* and I refuse to play *FIFA*. The question is: do I get new friends?

Anonymous,
Via email

No, don't get new friends. Just remember that you're fighting the good and righteous fight. *Pro Evo 2* is vastly superior to *FIFA 2003*. Tell your friends PSW said so.



FREQUENCY Possibly the world's sexiest videogame.

OUCH Some blokes fighting. Yesterday.



SHANGTSUNG

DEADLY ALLIANCE Mortal Kombat in really rather good shock.

SNAKE

SNAKE

BLOODY FOOTBALL It's all we ever play these days, you know.



AUSTRALIA'S

MOST WANTED

YOUR MOST ANTICIPATED GAMES IN ONE CONVENIENT LIST! VOTE NOW - VOTE OFTEN! EMAIL YOUR TOP FIVE TO PSW@NEXT.COM.AU

1 Devil May Cry 2

Boy, what an unpredictable lot you are! A butterfly flaps its wings in Outer Mongolia and suddenly the Most Wanted chart descends into chaos. This month, *Devil May Cry 2* is still at number one, *Silent Hill 3* is still at number two, and *FFX-2* is still at number three! In even crazier twists, *Shinobi* inexplicably falls five places to number nine, despite being previewed in our most recent issue, and we remembered to correct the spelling of *Soul Calibur 2*, thus ensuring we don't look quite so foolish this month. All change next time, however, as three of these titles get released and forcibly removed from the chart. Stay tuned!



■ TYPE: Action ■ DISTRIBUTOR: THQ ■ ETA: April



PSW

HAVE YOUR SAY!

We want to know what games you're most looking forward to. Help us decide which games to cover each month! So send us an email listing the five games that have got you drooling with excitement. Each month, we'll tally up your votes and print the top ten on this page here. Tell us why you want a particular game and we'll include our favourite comments, too. One lucky entrant will win a game collecting dust on the editor's desk, so make sure you include your name and postal address. Send your votes to: psw@next.com.au

2 Silent Hill 3



■ TYPE: Adventure ■ DISTRIBUTOR: Infogrames ■ ETA: May

3 Final Fantasy X-2



■ TYPE: RPG ■ DISTRIBUTOR: Sony ■ ETA: 2004

4 Soul Calibur 2



■ TYPE: Fighting ■ DISTRIBUTOR: Electronic Arts ■ ETA: Sept

5 Driver 3



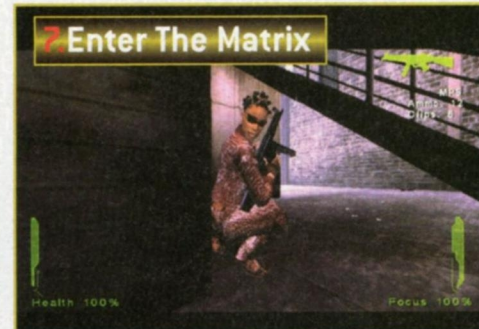
■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: Nov

6 Tenchu: Wrath Of Heaven



■ TYPE: Stealth ■ DISTRIBUTOR: Activision ■ ETA: March

7 Enter The Matrix



■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: May

8 Resident Evil Online



■ TYPE: Adventure ■ DISTRIBUTOR: THQ ■ ETA: 2004

9 Shinobi



■ TYPE: Action ■ DISTRIBUTOR: Sony ■ ETA: May

10 Metal Gear Solid: Substance



■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: April

THE DRIVE OF YOUR LIFE

METAL GEAR SOLID 2, COLIN MCRAE RALLY 3, TEKKEN 4. NEARLY EVERY PS2 CLASSIC HAS BEEN GIVEN THE PS2 TREATMENT. WITH THE NEXT TOMB RAIDER DUE ANY TIME NOW THAT LEAVES JUST ONE OLD MASTER YET TO MAKE THE TRANSITION. ALTHOUGH WE'VE STILL GOT TEN MONTHS TO WAIT, THERE'S FINALLY LIGHT AT THE END OF THE TUNNEL. DRIVER 3 IS COMING AND WE SIMPLY CAN'T WAIT.

WORDS: MIKEY FOLEY

IN SPITE OF ITS IRRITATING STRUCTURE AND FIST-THROUGH-THE-TV repetition, Reflections' first PS2 driving game *Stuntman* displayed some delightful touches. None more so than the beautiful handling of each vehicle. The developer's love of bouncy things on four wheels, steaming through the streets to the sound of a throaty V8 engine was obvious to see. It's also the reason why Reflections felt the need to get to know the inner workings of the PS2 before returning to its real baby, the *Driver* series. *Stuntman* was almost like a get-to-know-you experiment before it could confidently embark on resurrecting its true love and do it justice.

The team's mastery of the PS2 and almost obsessive attention to detail can be seen in the little aspects of *Driver 3* that most players won't give a second thought to. For instance, the cars now have hinges. YOU WHAT? Reflections has spent three years toiling away to make *Driver 3* the ultimate driving dream and the best it can offer us are hinges? But try not to be too hasty with your scorn.

The hinges enable all doors, bonnets and boot lids to act independently of the car. Apart from looking fantastic as they spring in all directions upon landing after a suspension-shattering leap, obeying all of the laws of



A MOMENT OF YOUR TIME?
The local Jehovah's Witnesses
seemed very persuasive.



NICE TO SEE YOU, TO SEE YOU, NICE! The crown jewel of France.



BIG AMERICAN GAS GUZZLER It's lucky you can steal your petrol.

physics to the most minute degree in the process, they also have some cleverly practical uses. Want to do that trick where you reverse the car towards a victim then fling the door open at the last minute to send them sprawling across the pavement. Now you can with a simple touch of a button. Genius.

THE VICE IS RIGHT

Of course it's the cars that we're all most looking forward to. Whereas games like *GTA Vice City* get it right, games like *Master Rallye* get it so very wrong and games like *The Getaway* get it unimaginably dull, the *Driver* series has always managed to get it spot on. Smoke-spewing powerslides that you just don't want to end, ever. Spongy suspension that bucks and yaws with a touch of the gas. Obedient steering that goes wherever you desire. Everything about the *Driver* games is designed to make our lives as deliriously frantic as possible and *Driver 3* will be no different.

All of the cars are based on real world models with only slight differences to get around the official licensing problems. They might not be called Lamborghinis in the game but those beauties you see in the



THE TEEMING TRAFFIC GIVES YOU THE PERFECT OPPORTUNITY TO WITNESS THE DAMAGE MODELS



PULL OVER PUNK! Oops, Mr Policeman has his woo woos on, we better do as he says or we're in big twouble, Ooooooh!



THE WHEELMAN

WE CHAT TO DRIVER CREATOR MARTIN EDMONDSON.

CAN YOU TELL US A BIT MORE ABOUT THE WALKING/SHOOTING SCENES IN THE GAME? WILL YOU BE ABLE TO WALK AROUND AN ENTIRE LEVEL AND ENTER BUILDINGS, FOR EXAMPLE?

The balance of play is similar to *Driver 2* in terms of the split. Roughly 70/30 in favour of driving, but with the addition of guns and a greater range of abilities out-of-car, Tanner is considerably more useful when on foot. You could run around the entire city if you chose to do so but with over 150 miles of drivable road in the game it would take you a while. The "Take a ride" mode from *Driver 1* and *2* is in there too so you can just go for a drive in the city, get involved in chases, jump out, enter some of the buildings and so on without feeling like you have to tackle missions, should you just feel like a pick-up-and-play rag around.

PREVIOUS DRIVER TITLES OFFERED A NEW SCENE FOR EACH LEVEL - WILL DRIVER 3 BE SPLIT INTO INDIVIDUAL MISSIONS BASED ON DIFFERENT SCENES OR WILL MISSIONS BE CONTINUOUS AS IN GTA VICE CITY?

The missions are more tightly linked to the story than *GTA*, which has advantages and disadvantages. One thing it does allow us to do is to give the player a very strong sense of purpose in the missions and the feeling that you are pushing the story forward. You should never feel like you are just filling time or tackling a mission for no particular reason, involving characters who you don't really know or care about. Every mission is pushing the story forward toward bringing down this gang of car thieves. At certain points in the game however there are branches and options so the game is not as linear in nature as *Driver 2*.

HOW HAVE THE MISSIONS EVOLVED - CAN WE EXPECT MORE GUNPLAY?

A lot of the original *Driver* levels were based around straight pursuit challenges. There are still roughly the same number of missions but they have evolved considerably in terms of their complexity and diversification, and also their openness to different possible solutions. The fact that Tanner has a greater range of actions and abilities out of the car, including the use of various guns, obviously gives us far more potential in areas where he is on foot, although it's worth pointing out that *Driver* is still principally a driving game, not a shooter, so the correct use of certain vehicles is also critical to the completion of missions. These things combined allow us to make the missions longer without becoming repetitive as they would with more simple A-B type driving missions.

OBVIOUSLY THE PS2 GIVES YOU THE CHANCE TO CRAFT BIGGER LEVELS BUT REQUIRES MORE DETAIL TO BE ADDED TO EACH SCENE. HOW BIG WILL EACH LEVEL BE COMPARED TO DRIVER 2?

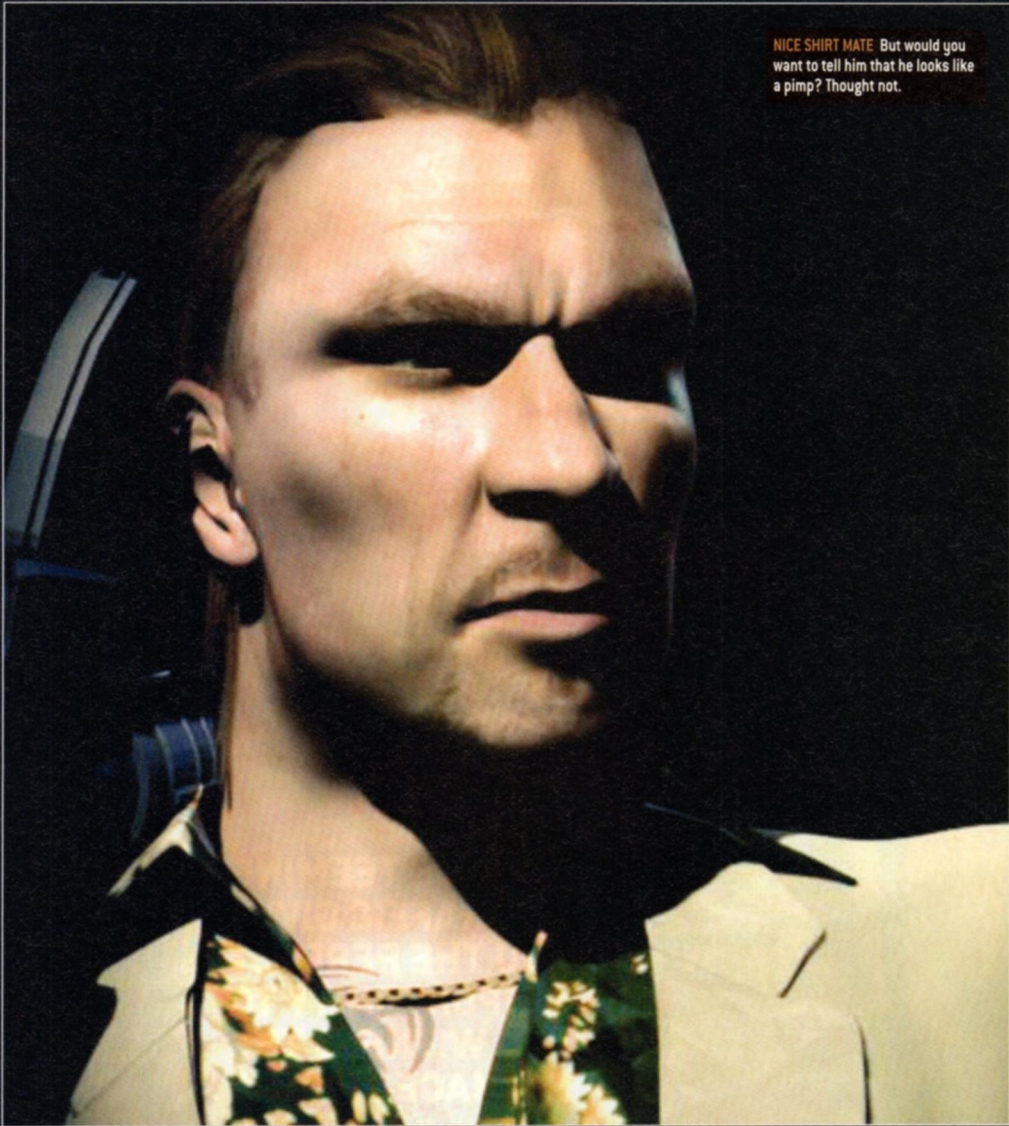
Driver 3 is absolutely huge. Over 150 miles of drivable roads, and that doesn't include the many back streets, alleys, waterways, parks and other areas you can drive through which are not strictly speaking roads. The total number of buildings in the game is just over 30,000. In addition, since we have a new engine which allows almost infinite control over the road curves and heights, we have been able to model the cities much more closely to the real thing than previously.

CAN YOU TELL US WHAT KIND OF VEHICLES WILL FEATURE IN DRIVER 3. STUNTMAN INTRODUCED RICKSHAWS, WHAT - IF ANY - NEW FORMS OF TRANSPORT WILL APPEAR IN DRIVER 3.

We don't want to give away too much at this stage but there are over 50 different vehicles Tanner can drive so expect some pretty interesting machinery other than the usual cars and trucks.



**DRIVER 3'S
RECREATION OF
THE SUNSHINE
CITY IS AS
ACCURATE AS
AN A TO Z**



NICE SHIRT MATE But would you want to tell him that he looks like a pimp? Thought not.



DAYLIGHT ROBBERY Sheldon's Drugs on the corner is an aggravated robbery just waiting to happen.



KEEP THE METER RUNNING
Yellow cabs; cool, but they couldn't have black cabs in a fight.



MUSTY BEAST Sunny sky, white-washed apartments and a Ford Mustang – God Bless America!



C'EST TERRIBLE! Dirty streets and a rusty 2CV – Viva La France!



MIAMI NICE We couldn't think of a nicer place to live in the world.

screenshots are just begging to be nicked and thrashed through the bustling city streets. Even more invitingly-stealable than those purring speed machines is the selection of articulated lorries. Get one of these out of shape and you can cause unimaginable carnage.

The three cities that feature in the game will be teeming with traffic, giving you the perfect opportunity to witness the incredible damage models on the cars. Stove your motor into passing vehicles and parts will fly in all directions, leaving you with a clear view of your machine's interior and a street strewn with debris. The debris isn't just for aesthetic effect either. Plough into an errant bumper or a mangled bonnet and it could send you spinning out of control or launch your car into a barrelling roll.

We just happened to have mentioned three cities there. What we should have said was three absolutely enormous, stunningly-gorgeous, astoundingly-busy and joyously-realistic cities. Everybody praised *The Getaway* for the accurately-modelled 28 square miles of road that was crammed into the game. Remarkably *Driver 3* embarrasses *The Getaway's* feat three times over. Each of the three cities is just as enormous as *The Getaway's* London.

TIME TO REFLECT

WE TAKE A LOOK AT REFLECTIONS' PAST GLORIES.

DESTRUCTION DERBY

This is where the developer's love of smashing cars into mangled heaps of metal first began. The destruction was tremendous fun, but unfortunately the game lacked any real focus.



DESTRUCTION DERBY 2

Made up for the failings of the first game with better track design and a more interesting structure segment. However, when the novelty of stoving cars into each other wore off there wasn't much left to do.



DRIVER

They take their classy handling and joyous destruction and input it into a story-driven premise that blows away every single driving game on PSone. As thrilling as the movie car chases it was based on.



DRIVER 2

Ill-advised out-of-car perspectives, criminally poor viewing distances with scenery that popped up out of nowhere and an irritating jerkiness spoil the sequel, as the development team tried to push the PSone just a little too far.



STUNTMAN

A nice idea letting us recreate classic movie stunts that sadly failed to work because of the frustrating repetition and rigidly-fixed structure that removed all of the freedom that made *Driver* so delightful.





SUCKS IN THE CITY The level of detail on display is amazing.



WHAT'S IN A NAME? Despite the name, it's still an Astin Martin.



After hundreds of hours of reconnaissance and thousands of photos, Nice, Istanbul and, most intriguingly, Miami have been authentically recreated right down to the bars and hotels that characterise each location. Where *GTA Vice City*'s rendition of Miami is more of a homage to the US east coast, the recreation of the sunshine city in *Driver 3* is as accurate as an A to Z.

HOW DO I USE MY FEET?

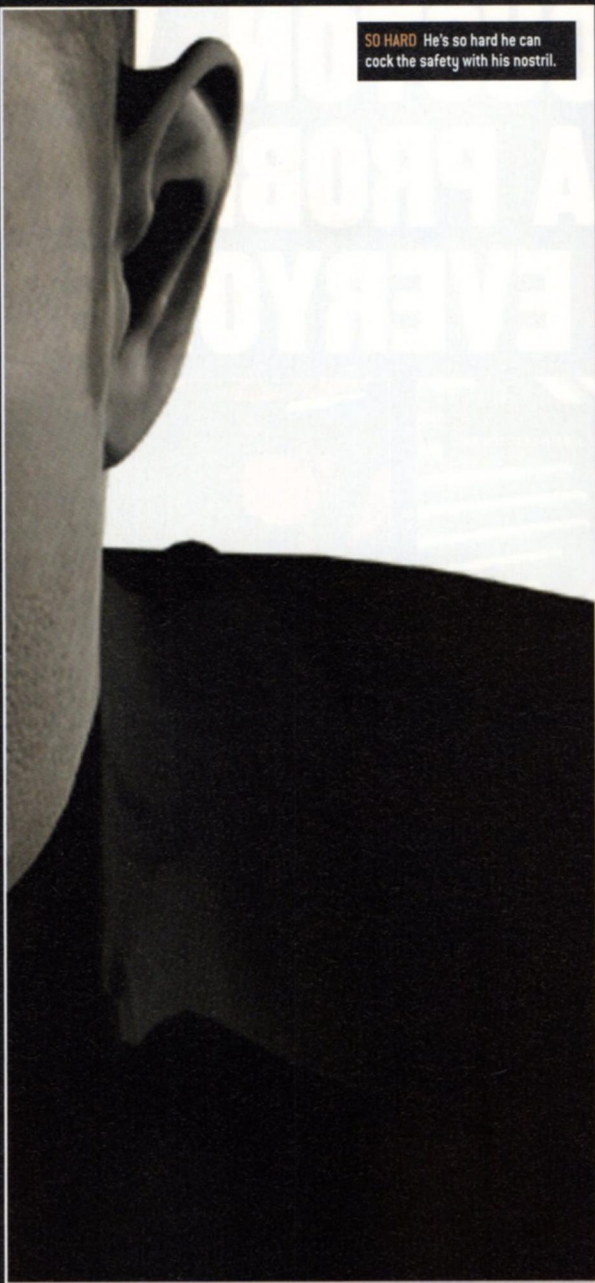
The reason for such architectural attention to detail is *Driver 3*'s most radical innovation – guns. Building on the ropery out-of-car segments from *Driver 2*, you can now hop out of your vehicle and wander around inside a select group of buildings. Understandably, it would be impossible to let you pop into every building but you can take part in some furious gun battles before roaring off into the sunset.

The split between driving and shooting will be something like 70/30, so thankfully *Reflections* isn't steering too far away from what it does best. In this sense, *Driver 3* is similar to *The Getaway*, rather than opting for *GTA Vice City*'s complete freedom to roam around whenever you want. Let's just hope it develops a much better control system and more manoeuvrable characters for *Driver 3* than the cumbersome system we were left saddled with in *The Getaway*.

Reassuringly the out-of-car shooting is an area that the developer has spent a lot of time pondering over. By taking account of *The Getaway*'s failings, along with *GTA Vice City*'s imperfect targeting method, it hopes to come up with a control system that gets the balance just right. The auto targeting won't be as rigid as *Vice City*'s, enabling the player to have the freedom to spray bullets in a strafing manner, just like you would in *TimeSplitters* or *Medal of Honor*.

SHOOTING/CARS

The balance between driving and shooting will be dictated by the narrative



SO HARD He's so hard he can cock the safety with his nostril.



SLUM-TASTIC Dingy terraces, rubbish in the street - it must be Redfern!



WOULDN'T IT BE NICE Those streetside cafes offer plenty of ramraiding opportunities.

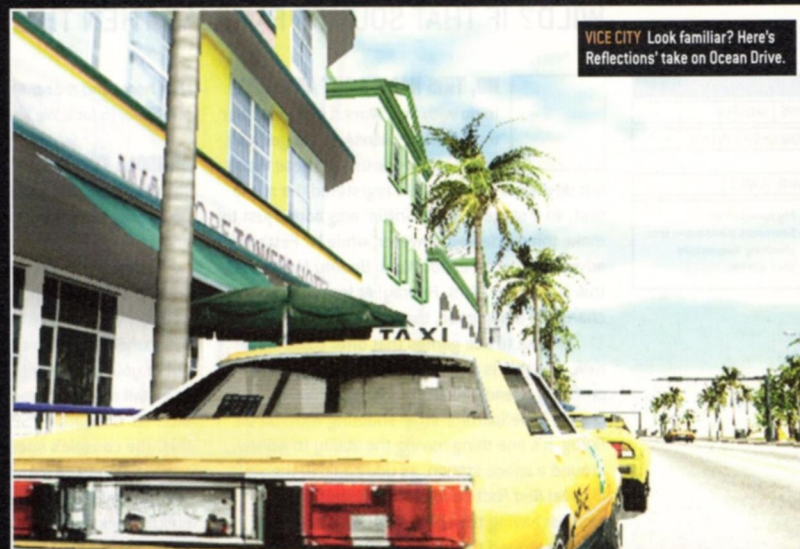


that runs through the entire game. *Driver 3* welcomes back undercover agent Tanner who gets to star in a smattering of the movie-style scenes that flesh out the storyline and give a degree of purpose to your tyre-burning madness. Unfortunately, *Reflections* is remaining tight-lipped about the reason for Tanner's globe-trotting, gun-toting, car-thrashing undercover work at the moment, so we'll have to wait for the game's release to find out his motivations.

Our biggest fear is that this expert of the tarmac might find incorporating a whole new gaming element into its mind-blowing series a little bit more difficult than it had at first anticipated. *Reflections* hasn't quite managed it in other games. With dedicated shooting games like *Bounty Hunter* unable to get the gunplay right we just hope the shooting sections in *Driver 3* don't become the irritating bits you have to trudge through to get back to the driving.

Despite these reservations there's still an awful lot for fans of the first two to look forward to - including the addition of boats. You're no longer just restricted to the road and errant trips onto the pavement in *Driver 3*, with the cities' waterways now a tantalising prospect for your getaway exploits. Each mission now offers you numerous possibilities with multiple solutions and paths to success. Quite frankly we'd have been content with a tarts-up *Driver 1* and a simple PS2 visual makeover, but *Driver 3* is going to be so much more than this. It simply is the biggest game of 2003.

PSW



VICE CITY Look familiar? Here's *Reflections'* take on Ocean Drive.



"HOUSTON, WE HAVE A PROBLEM. I'VE SHOT EVERYONE"

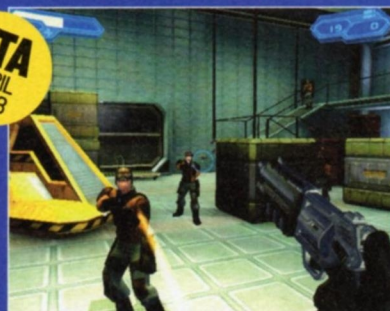


LYING DOWN ON THE JOB
Note bloodstains on the wall.



SPACE ROCKS And having a big space ship rocks too.

ETA
APRIL
2003



FRIEND OR FOE? Almost inevitably, they're foe. Kill kill kill!

MACE GRIFFIN BOUNTY HUNTER

FIRE ALL OF YOUR GUNS AT ONCE, EXPLODE INTO SPACE... BORN TO BE WILD? IF THAT SOUNDS FAMILIAR THEN THIS COULD BE JUST THE THING.

TYPE | SHOOTER

PUBLISHER | VIVENDI

GAME GLANCE

/ Fly spaceships
/ Seamless transitions into shooting sequences
/ Vast worlds

NO, THIS HASN'T GOT ANYTHING

to do with *Star Wars*. Let's just clear that up now. LucasArts did get a bit antsy about the use of these words,

but developer Warthog had registered the name first, so it stayed. 'Mace Griffin' was added just to make things clearer, however, while Mr Fett's big adventure became *Star Wars: Bounty Hunter*. So, this is not *Star Wars*. Hooray! At least it's got a chance of being good, then.

We like to see games that offer something new, and this is a good example. As you're probably already aware, *Mace Griffin* mixes classic *TimeSplitters*-style shooting with full-on flying. It's one thing having the ability to wander around a space station, as you could in the original *Red Faction* for instance, but quite another having the ability to steal a ship and wander around the universe. You can do exactly

that here, and that makes this game big. MASSIVE, in fact. We like 'em big.

CONSOLE YOURSELF

The way *Mace Griffin*'s worlds are created gives you a measure of the advances being made in games in general. Yet many of the more obvious advances on PC – regularly held up as the cutting edge of gaming due to its ever-changing nature – rely on new hardware and expense for the gamer. It's relatively easy to get more speed out of your next game if you're forcing everyone to install more horsepower at their own expense, after all. Of course, PS2 owners aren't prey to this. The console's specs never change – nevertheless, the games for it continue to expand in size, scope and beauty all the time. Isn't life beautiful? Don't answer that. So what's the big deal here? It might sound rather trite at

first glance, but *Mace Griffin*'s vast ships are genuinely vast. And here's the reason why that matters so much.

You coast through space, the silence of the void underpinned by the almost monastic hum of immense engines. Ahead hangs another massive vessel, a jagged metal city hanging no-way-up in eternity. Inside that ship exists every room you're going to visit. It's no trick. It's exactly to scale. What does this mean to you? It means that, once the initial load has taken place, there are no more pauses in the playing experience. It might sound a small point – it

PSW PROPHECY

BEST BECAUSE

▲ You get both ships and shooting! How novel
▲ Huge conspiracy story within an epic scaled-up

WORST BECAUSE

▼ Treading on *Red Faction*'s toes?
▼ Ported from Xbox – will they do it right?



SPACE REVOLVER Gun design mixes familiar with futuristic – but the weapons list is just familiar.



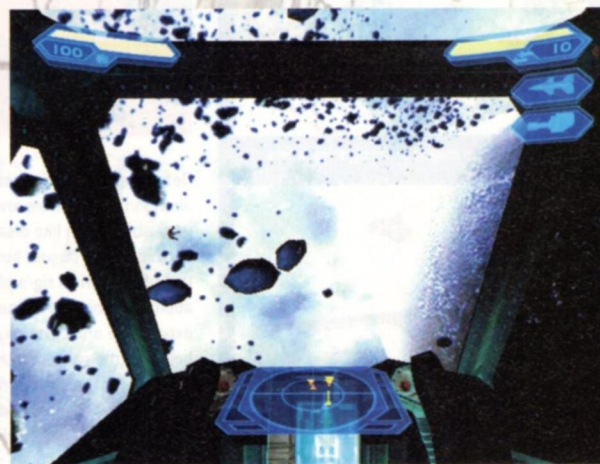
NICE TO SEE YOU The sniper scope zooms in truly massive distances – these levels are huge.



TALK TO ME BABY Mace has a long way to go to find the truth.



RED ROCKS It is red and it does have rocks in it. At last.



WHEN THE SHIP GOES DOWN Fly the ship, land, get out and start firing – it's all seamless.

is a small point – but just as too many corroded threads can fail the thickest steel hawser, too many blows to your suspension of disbelief can break it completely. Loading pauses comprise one of those threads, kicking you out of the game world while a new area is built, one that may not even conform to the dimensions of the structure you're inside. Not here.

Another overlooked area, a threat to your feeling of immersion? We've said it before and we'll say it again – poor or non-existent sound effects can desiccate even the juiciest game. Thankfully, Warthog has realised the value of ambient noise in creating mood, and its attention to detail is heartening. In real life it's rare that what many of us would consider a quiet place is actually silent – no matter how faint or intermittent, there's almost always something. Even if it only ever hovers outside your

consciousness. It jars when a game actually is free of sound, because total silence means a total absence of life. And if nothing lives there's no threat, and if there's no threat there's no tension. In *Mace Griffin* there's always something to listen to and, as in the best films, if it's not a suggestive clattering of action around you it's a mood-setting background swell of music you never fully notice: not, at least, until everything kicks off and it crashes into full swing. We, however, are paid to notice these things for you, so there you go. *Silent Hill 2* masked often rudimentary gameplay errors with superb sound, and *Splinter Cell* (see page 62) masks some of its regrettable linearity with an effective sense of a larger world beyond your vision. The inclusion of easily overlooked effects such as voices echoing in large rooms (and some of these are gigantic, ballroom-sized affairs) only goes to

further enhance the experiences of Mace Griffin. And, therefore, of you.

A BRIEF HISTORY OF CRIME

Once you've jumped into one of the five distinctly sexy ships and scorched into the vacuum, you're not going to be able to just sightsee. There's fighting to be done, asses to be kicked and rocks to be admired. Yes, space might be a void, but as Stephen Hawking will tell you it's actually far from empty – don't take the piss out of his voice, though – and even whiny one-eyed songstress Gabrielle could tell you *Bounty Hunter's* environs have a certain clutter to them. A giant nothingness doesn't present much in the way of thrill or interest, after all, even with a background of twinkling lights. But enough about Gabrielle.

Thus space is a litter of glowing gas nebulae, spinning asteroids and dangerous enemies. >

SIZE MATTERS

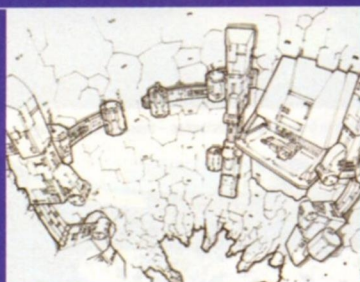
MACE GRIFFIN KNOWS IT'S A BIG, BAD WORLD OUT THERE.



EVIL LAIR The bases clearly dwarf the inhabitants.



BUSY They haven't just created a vast blackness, either.



PRECARIOUS You can imagine pretty big ships in here.



MORE THAN GUNS The terrain is as tough as the enemy.

You should be getting the idea by now that this bounty hunter's not just another killer in a corridor. The game's epic size was no accident either: it's been there since inception. Though normally we shy away from concept art — useful only as a way to quantify disappointment at a later date, usually — we thought we'd show you this. Why? Because it clearly shows the scale the designers were working on from the very beginning. The locations haven't been designed from the inside out, where corridors can wind aimlessly and rather uninterestingly, but from the outside in. These are complete structures in an impressively large universe. Movie director James Cameron is famous for working out what everything actually does in his sci-fi films (*Aliens*, *The Abyss*), which is what makes them feel so believable, and it looks as though Warthog has borrowed more than just *Aliens'* techno-grunge visual style. It's the consistency within the universe that gives believability.



Despite all this, it's possible at any time to abandon the controls and take a stroll around your ship, much like disaster movie pilots on earth seem to do just before the plane hits turbulence/an oil rig/a plot hole. Again, this ability is of no real consequence, but it's a novel experience and certainly adds to the sense of being 'in' the game. Be that mad pilot! Set controls for the sun! Or maybe just land politely and shoot everyone. And of course, there's nothing to stop you having a quiet chat with your passengers or firing off one of your ship's gun turrets, even as it lands on automatic pilot.

ROCKET AND ROLL

Despite us extolling the amazingsness of space all this while, these flying sections only constitute around 25 percent of the game. The other... wait... carry the three... 75 percent involves lugging an armoury of offensive, nay, uncouth weaponry around and reducing people to the kind of thing fishermen shovel into the sea to attract sharks. Rocket victims don't need coffins, put it that way — they need a bucket and a mop. You shouldn't assume that at this point the game degenerates into another mindless slaughter, however, as Mr Griffin goes from room to room practising headshots on everyone. Because it's not like that. Mostly. Killing good guys or civilians is frowned upon, and if you get too trigger happy, events are brought to a swift conclusion. Even major characters will die if shot, rather than standing there impassively with bullet-proof faces, but

again this will end the game. It's up to you to exercise a little caution. Besides, many civilians are useful to you, as a quick natter can reveal useful information. They may even help you out in a pinch — then again, they may just tell you to piss off instead. Still, you can always shoot them just a little bit.

But who is Mace Griffin? He's a man with a chip the size of an asteroid on his shoulder. Initially, he's a ranger, a special ops officer keeping the peace in a system rapidly being colonised by several races. Then a raid goes wrong and he's the only survivor, but little does he know that his day is going to get worse... he's framed for abandoning his team and banged up in the space slammer. This appears to chafe him somewhat. On his release he becomes a bounty hunter, partly to gain access to files that could uncover the identity of his main persecutors, and



ROBOSPACECOP Is a future of peace an impossible dream? Yep.



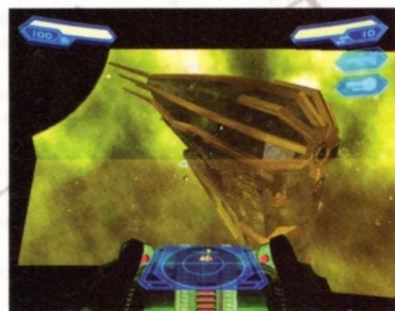
CLOSE ENCOUNTERS Alien meets gun. Death ensues.



THIS VOID NEEDS TIDYING Gas clouds and debris bring colour.

partly because girls really dig the uniform. Probably. Oh, and for the guns. He's got to have the guns.

Of course, as with all good conspiracies, it soon becomes apparent that Mace is caught up in something far bigger than he thought. To understand it you must understand a little about the world he lives in, so make sure you're sitting comfortably and we'll begin. 400 years from now, humanity creates the warp drive, and uses it to explore the solar system. Several nearby star systems are also targeted, and two of them harbour life – Dela and Hasali. Humans quickly move to colonise and exploit the system's resources, which of course includes the alien beings themselves. Naturally this causes friction. Another 400 years on and the races are mostly well integrated, but humans, Jaladari and Valleakan have become dominant, and most of



POINTY Ships and stations are all built to scale – they're huge.



CHILL OUT The roof here slides back to reveal space beyond.

the true power resides on Earth. The most powerful conglomerate, the Tallan Corporation, develops the so-called 'light gate', allowing it to send probes and ships to massively distant galaxies. Here it discovers a space version of El Dorado – the fabled city of gold – in a ring of resource-rich planets known as the Vagner system. The invasion begins as vast corporations rush to bag mining and land rights. Smugglers and pirates fight for the crumbs from the table. It's against this backdrop of intense, lawless greed that Mace Griffin's fall occurs.

CONSPIRACY THEORIES

As a member of the elite Rangers, it's his job not only to root out the worst scum, but to oversee the Enforcers, a kind of low-gravity plod (more a 'float,' then) bankrolled by the corporations. The corporations themselves seem less than enthused about this higher power – on a political mandate beyond the reach of their cash – overseeing their perhaps deliberately inept coppers. How much have they got to do with Griffin's predicament? What is the true purpose of the conspiracy? Just what groups, corporate, political and religious, are in on this? Turns out Mace Griffin – hence, you – is in deep trouble, and it's going down to the final act before the wraps come off the whole thing. We won't give away too much, but this goes further than just the White House... Mace may just be replacing Flash Gordon as the saviour of the universe.

It's lucky you're more heavily armed than a US



AT LAST Warm pool water flooded out – his hearing was back!



THAT'LL WAKE HIM UP This prod hurts, especially taken rectally.



RED PLANET Looks like Mars. Not that we'd know.

rock band's drummer, then. Your weapons are entertaining if rather familiar – pistols, sniper rifles and so on – and you can buy better equipment, as well as snaffle hidden or dropped examples. It's the way you use them that counts: mission objectives vary wildly, from protecting assassination targets to saving passenger ships. There's a lot more to this than just corridor-based skirmishing. While the game's creator names inspirations such as the classic *Half-Life* and well-known space fighter *Colony Wars*, comparisons with another, unmentioned game – *Red Faction* – are inevitable. That first game had the gimmick of smashable scenery to rely on, while *Red Faction 2* added a slew of varied mission objectives and vehicle-to-ground combat. The real fight for gamers' hearts is going to be between these two, and *Mace Griffin: Bounty Hunter* is certainly fronting up with some powerful attacks. It's all going to kick off soon. We can't wait...

/ STEVEN WILLIAMS

FIRST OPINIONS

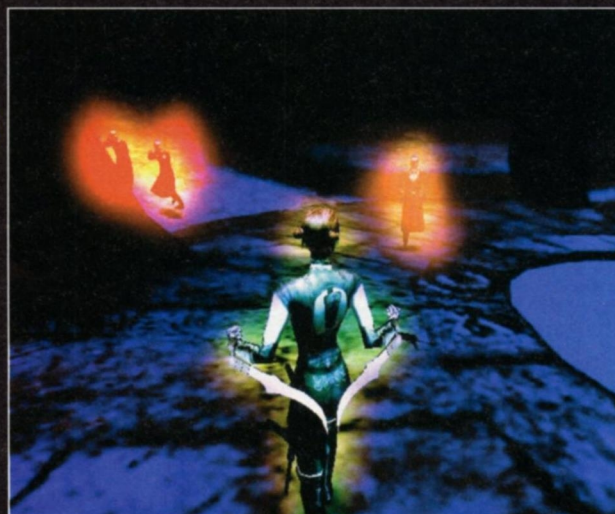
PSW

As a shooter, *Mace Griffin* looks solid – if perhaps a little unspectacular at this stage – but it's the addition of proper space flying and even combat that grabs the attention. The lack of intrusive loading times between them only adds to the sense of being 'in' the world. The signs for this are good.

"IT'S BLOOD SUCKING BOOB-A-LICIOUS!"

ETA
MAY
2003

ICH BIN EIN VAMPIRE. A leather fetishists dreams come true.



BLAH BLAH BLAH Blah blah blah blah blah blah blah blah blah blah blah



LEGGING IT Now where have we seen this before?



STEALTH MOVES Blood Rayne cunningly hides in full view.



STIGMATISM-TASTIC And her parents said running away with the circus wouldn't lead anywhere.

BLOODRAYNE

NAZIS, VAMPIRES, THE MATRIX AND SWEDISH HARDCORE COME TOGETHER IN A MARKETING DEPARTMENT'S WET DREAM.

TYPE ACTION

PUBLISHER VIVENDI

GAME GLANCE

/ Hot Vampyros
/ Ridiculous gore
/ Shocking enemies
/ A bloody good laugh

THERE'S A SCHOOL OF THOUGHT THAT

says too much sex and too much violence make us unbalanced people. Misplaced arousal whether sexual or violent can make us dysfunctional in our everyday lives, such as they are. Fortunately, Terminal Reality managed to find this school and burn it, burn it all down (much to their credit, since burning ideas can be decidedly tricky). On the smouldering ashes they built a new school where half-human, half-vampire killing wenches could wear tight-fitting leather numbers, frolic in the blood of Nazis and monsters, and generally keep the on switch of a PS2 to that iridescent green colour. There's a type of gamer this school will appeal to. And that would be us. Bravo Marketing Dept!

But if bulging latex and Nazis were all this game had, I wouldn't have much to write two pages

about. Good thing Terminal Reality found the time (between devising ludicrously suggestive promo materials and sending them to us), to make a 3D action game that combines simple control elements with engaging enemies, locales and abilities in a dark and fanciful setting. The pacey action of *Tomb Raider* mixed with the frights of *Resident Evil*, *Blood Rayne* has equal parts scares and laughs, always with a great deal of adrenalin. Until you see the game in action, it's easy to miss the point. It's silly but it's silly fun.

LAP DANCE OF DEATH

Blood Rayne is a half-vampire, half-woman with porn star proportions and all manner of fetiched accoutrements living in the 1940s. She is the natural enemy of Nazis and vampires alike being the daughter of a woman raped by a vampire – no kidding. Fill in the

rest yourself, it makes little sense to us.

Blood Rayne can jump a good 20 feet in the air, somersault and dive, swinging blades affixed to her arms and using weapons to dismember the army of comic bogeymen rushing her. No health packs to be picked up, when the bads weaken her somewhat, *Blood Rayne* can draw blood to restore health. But not a neat incision in the arm for this girl – she jumps bodily on her target, wrapping her shapely legs about his waist and then messily masticates (Careful... - Ed) his lower neck. This is no moral conundrum – if *BloodRayne* fails to feed regularly she will die of thirst.

Don't expect a non-stop barrage of nice tasty Aryans though. The enemies range from Schutzstaffeln and other humans ready for a licking, to vampires and hellish creatures of the night. Horrid insectoids who pin and skewer *Blood Rayne*

PSW HELPS THE TABLOIDS HELP THEMSELVES

THREE SHOCKING REASONS AUSSIE PARENTS SHOULD BE BLOODY OUTRAGED

SEX...



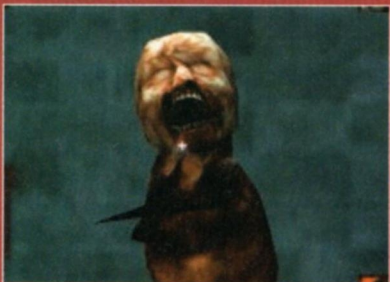
Blood Rayne wears graphically shocking attire that warps children's minds. Scantly clad in shiny leather, young gamers are forced to look at her curvaceous posterior through the entire game. Blood Rayne ran a competition on Playboy.com – but how would we know about that?

VIOLENCE...



Blood Rayne has eight inches of sharp steel strapped to her forearms that turn your child into a killing machine. Instead of meeting her personal challenges with tolerance and non-aggressive conversation techniques, she drinks and bathes in the blood of her enemies.

DRUGS...



Hmmm... we can't confirm whether there is indeed any drug use. But it's the 1940s, so she probably smokes cigarettes.



A GOOD KNEECAPPING "It's a bit dark in here. Give me a boost up and I'll change that broken light bulb for you..."



RESERVOIR VAMPS Oh no! How's our cold-blooded heroine going to escape from this? Stay tuned for our review next issue!

PSW PROPHECY

BEST BECAUSE

- ▲ Creepy setting with heaps of blood
- ▲ Cool special abilities
- ▲ Breasts

WORST BECAUSE

- ▼ Half-arsed story
- ▼ In danger of being a retread
- ▼ Nazis again?

or pus-covered lumbering nasties. As deformed as Blood Rayne is in comparison to the average woman, she's positively normal in front of some of the enemies. Terminal Reality is promising some clever clogs AI too. Ducking for cover, using our heroine's weapons against her, tactical planning and ambushes. We've been promised this and more before, so let's wait and see.

Her arsenal is furthered with Aura Vision that allows you to gauge the blood potency of potential victims. It reveals enemies, infra-red style through walls, helping stealthy takedowns. The zoom vision, you know, zooms in on things and there's a bullet time ability apparently lifted wholesale from a slow moving Keanu Reeves flick... *My Own Private Idaho*, I think. BloodRage is an ability triggered by the drinking of excessive amounts of blood, allowing the lass to unleash super high level damage.

The various weapons certainly make an impression. Successful attacks will see heads, arms and gibs flying off amid triumph fountains of blood. Blood Rayne can barely turn around without causing rivers of blood to quench the dusty brown earth.

A STORY, YOU SAY?

Blood Rayne can venture across the globe from a German U-boat pen (crawling with fascists) to an

Argentine temple to the Deep South bayous of Louisiana. Inside Germany, there's a haunted mansion teeming with vamps to slay. So we have a mish-mash of Anne Rice, Indiana Jones, The Lonely Planet and maybe some Swedish hardcore. But then again, this game is all about the thrill of the kill, the suck of the blood, the groans of the dead, the heave of the chest and so on. Just don't take it too seriously.

/JOHN DEWHURST

FIRST OPINIONS

PSW

Pre-release code shows a nicely paced, dimly lit, slashfest that borrows more than a little of *Tomb Raider*. The enemies are sufficiently frightening (their genius status yet to be confirmed) and the settings are creepy. There's a superb camp flavour about it, like Warhol's horror stuff. The blood, the body and the violence aside, there's enough variety in moves, settings and enemies to create a thrilling blood-soaked action romp. The finer balancing of abilities against the challenges of missions will decide whether this game is the goods but it's certainly on track.

"GUNS DON'T KILL PEOPLE, JACK SLATE KILLS PEOPLE."



ETA
WINTER
2003



THUG LOVIN' Disobey Bobby Brown. Learn to hate 'The Thug'.



CLUB FOOT Mete out a mauling to the rambunctious disco beat.



ELBOW ROOM Try backing off and unleashing a fireball.

DEAD TO RIGHTS

(DEEP DRAMATIC VOICE) "JACK WAS A COP ON THE EDGE. THEN ONE DAY HIS WORLD FELL APART..."

TYPE	ACTION ADVENTURE
PUBLISHER	NAMCO
GAME GLANCE	
/ 15 chapters	
/ Play as a dog	
/ Fists, feet guns and bombs	

JACK SLATE LIVES THROUGH A

nightmare we all truly fear. No, not the one where your willy falls off. He discovers a very dead body only to find he knows the victim – no, more than knows – it's his dad. Frank Slate was also a cop, more recently a private investigator, and you just know he was killed because he'd got mixed up in something big. You also just know that Jack must avenge his death, quite possibly in the most extremely violent way. Hell, so what, they obviously deserve it.

You can tell the whole story's 'hard boiled' just from those names. Jack Slate, Frank Slate...

they're never called Melanie Softmint, are they? The whole sorry mess goes down in Grant City, a cesspit of corruption, sleaze and other fun things, so if Jack's going to cut an adequate swathe through it all he's going to need to be heavily armed. Oh look, he is. Hooray! But as with many things it's not just what you've got but how you use it, and Jack's got a whole range of outrageous moves with which to garnish a little style atop the dish of pain. Hmm, pain... now what does that remind us of?

So while Jack's main mission is to wander from room to room ending lives, it's not done at the traditional measured pace with the occasional leap. He can dive and roll while firing, and once his adrenaline gauge is full, his world goes into slow motion. This allows you to target and kill multiple enemies in one sliver of reptilian, cold-blooded time. The auto-targeting system makes everything even quicker and simpler with just a dab of R1, and colour coding alerts you to your chances of success. Like traffic lights at a busy junction, red means a sure kill, yellow means you might make it and green indicates that the way is boringly clear of targets. Blue lights mean everyone's dead already. So while fights can be gargantuan and enemies legion it's really not so hard to come out of it all

victorious, dealing out maximum pain in a series of slo-mo dives and chest-collapsing gunshot wounds. Hmm, maximum pain... what does that remind us of?

HARD TARGET

As with many games, Jack can pick up weapons from fallen opponents, but unusually he can wrestle them off live bodies too. There are 25 different 'disarm' moves, although they need unlocking as the game progresses. These are not only useful but add another nice action-movie touch as Jack, say, grabs an enemy's arm, turns his back into him, punches his face over his shoulder and breaks his wrist. The gun stays in his hand while the body thumps to the floor. It's so Arnold it'll make you feel like quipping something right there.

Many games try to top the traditionally biggest weapon – the rocket launcher – by giving you a bigger rocket launcher with more launching knobs on it. Here *Dead To Rights* tops everyone by simply being bizarre and giving you a dog. His name is Shadow and he only wants to play. Like many dogs his idea of playing involves knocking people to the floor and running off in a cloud of blood with their windpipes, but you can always make out it's the victim's fault for not standing



RED ZONE As always red equals danger, so shoot fast.

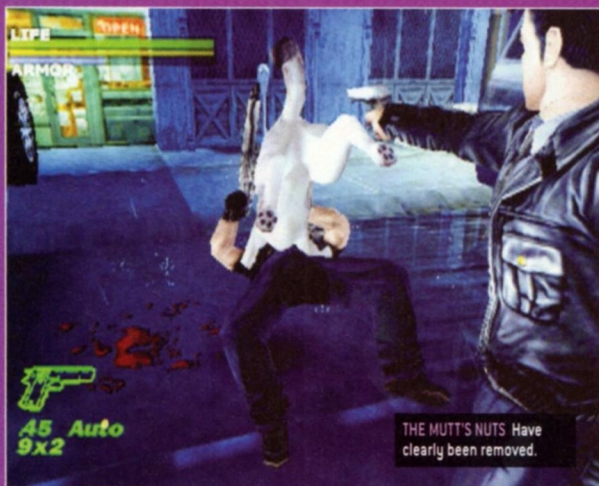
PSW PROPHECY

BEST BECAUSE

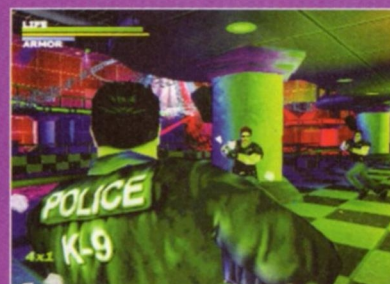
- ▲ One of the weapons is a large dog
- ▲ The fights are more like mass riots

WORST BECAUSE

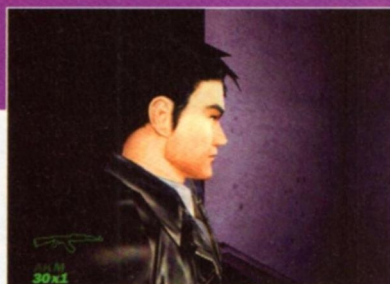
- ▼ Possibly a bit simplistic, despite apparent chaos
- ▼ Very similar to Max Payne
- ▼ Can be a bit ugly



HALT! There are many ways to disarm a foe. This one works.



PAYNE KILLER Max Payne is likely to be consulting his lawyers.



SLATE START Meet Jack. He shaves with a blunted flick-knife.



DOG GONE Lose your shadow and you'll have to go it alone.

"IT WAS A DARK AND STORMY NIGHT..."

MANY CALL IT 'NOIR'.
MORE CALL IT 'CHEESE'



FLICKERING NEON And... cue moody saxophone solo.

DEAD TO RIGHTS HAS THAT NOIR VIBE

in spades, right down to the grumbly voice over and seedy location. Grant City is a town in freefall, a previously wealthy gold mining district gone all to hell. Jack Slate has the watertight Hollywood justification for killing anything up to 100 people without even asking if they want to be killed: a family member has been murdered at the start. It's open season on bad guys. Everything is justified. Of course, it all brings it even closer to the slow-diving, noir-mumbling *Max Payne*, but underneath the focus is slightly different. *Max Payne* aspires to an adult 'seriousness' beneath all the flippancy, while *Dead To Rights* – made by arcade meister Namco, after all – is an unashamed joyride.

still. You simply select him as with any other weapon, auto-target the man you want slobbered to death and fire him off. Shadow even returns with stolen weapons, something Shep never did in all his years roaming the sunken garden. Bad dog. Shadow also comes into play with the occasional 'puzzle' too, at times when Jack's way is blocked. At these points you take control of Shadow directly – it's strangely fun to go romping around as a dog, and the excellent animation really entertains. Of course, if a large dog could fit through a gap then a crawling human could too, but we'll overlook that.

SET THE WORLD ON FIRE

Perhaps Jack Slate's most entertaining attack is his long-range fireball effort. Fortunately this doesn't require a wizard, a beard and the Lost Charm of Childhood as many fireballs do, and for that we're eternally grateful. Jack can grab bottles of flammable liquid – handily highlighted so there's no chance of missing them – and throw them at enemies.

This in itself isn't enough, however, as getting someone's shirt wet is unpleasant but unlikely to cause immediate death. Once the canisters are flying you must target and shoot them to set them off. It's not as hard as it sounds, as the

cannisters are quite slow, and if you're at reasonable distance you can easily time your shot to cause a highly damaging airburst. Carnage. Chaos. Very nice.

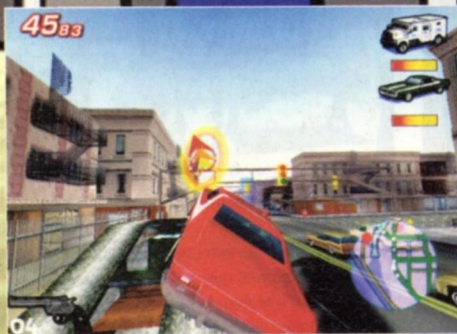
Naturally there are smaller objectives to fulfil as you work towards uncovering your father's killers, but these rarely take you too far from the action. The pace always remains high, and when the gun battles run out your fists and feet take over. Jack has a decent variety of unarmed moves too, including throws and high-spinning jump kicks. It's never going to worry *Tekken* or *Virtua Fighter*, but it's more than most digital action heroes can manage – this cop can really max out the pain. Hmm, max pain – what does that remind us of? No, it's gone.

/ STEVEN WILLIAMS

FIRST OPINIONS

PSW

It's not the best looking game in the world, and it's not the most original – *Max Payne* did the 'chapter' based slo-mo 'Bullet Time' thing over a year ago – but there are a few original elements lurking in there. There's also a chance that it'll simply be great fun. Causing carnage and destruction never gets old, after all.



POINT AND SHOOT Naturally catching crooks involves following arrows.



STARKY APPEAL "Oh my God! Gladiator Jet just walked by! Er, maybe not."

CARS AND STRIPES

STARKY AND HUTCH ASSAULT THE PS2'S STYLE CHIP WITH THEIR CARDIES AND CARS.

LONG BEFORE DRIVER PACKED ITS BACK alleys with cardboard boxes, they pioneered the gratuitous flying debris camera shot. Louder than Carter and Regan, faster than Bodie and Doyle and cornier than Murtaugh and Riggs, Starsky and Hutch practically invented the buddy buddy cop routine.

They're the reason why throaty muscle cars are remembered so fondly despite being complete dogs to drive and why your Dad put his back out trying to slide across the bonnet of his Ford Cortina and could never make it as a Test cricketer, or so he tells you. However,

not everything in the world of Ken Hutchinson and Dave Starsky — they sound more like a pair of painter/decorators... we'll stick to Starsky and Hutch — makes for fond reminiscence. It's not just the car that's rose tinted.

Flares that time forgot (for a damn good reason), Huggy Bear and his bloody annoying jiving and episodes heavy on domestic drama and light on action was the reality. Thank God then that the makers of this game have decided to focus on all the stuff we prefer to remember and leave out all the crap we've conveniently chosen to forget. *Starsky and Hutch* the game, is one long rubber-burning action sequence with plenty of wacka

wacka guitar funk pumping out on the radio.

THE SAME, BUT DIFFERENT

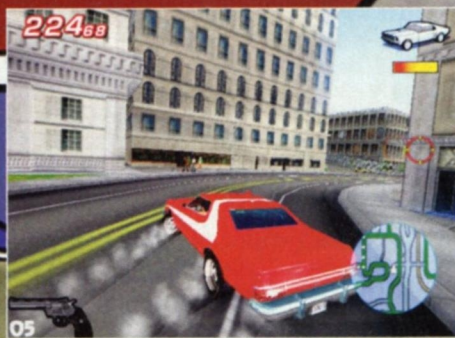
You've probably already looked at the screenshots so we'll get the inevitable comparisons out of the way. Yes it looks somewhat similar to *GTA Vice City*, *Driver* and *The Getaway*. Cars steaming through city streets. Skyscrapers towering above the bustling populace below. People going about their business just like a genuine thriving city. The one major difference is that *Starsky and Hutch* has absolutely no pretensions of being anything other than a driving game.



BURN RUBBER Aim for the tyres if you can. Saw it on *The Bill* once.



THE BIGGER PICTURE Remember to always keep the viewers entertained.



THE POWER AND THE GLORY Why just turn when you can power-slide?

While *GTA*, *The Getaway* and the forthcoming *Driver 3* all have designs on being as proficient on their feet as they are behind the wheel, *Starsky and Hutch* remain permanently ensconced within their Gran Torino's leather bucket seats. Which is no bad thing after you've witnessed the shambles that *The Getaway* made of getting out of the car and stumbling about.

The car handles exactly the opposite to how you would expect the real Ford Gran Torino to feel, to our huge relief. Ignore what games like *Stuntman* and *Driver* would like you to think. Growling '70s muscle cars did not handle like a first date with Jenna Jameson. They bounced around uncontrollably courtesy of the spongy suspension, steered like an oil tanker and accelerated like a lorry full of bricks. The cars here show realism the finger, and give ultra responsiveness the driving seat.

Steering is a cinch, enabling you to burn more rubber than a condom reject factory and pull off some deliciously enjoyable power slides at every junction. *Starsky and Hutch* is pure arcade and proud of it. You'll be hard pressed to find a car with a bloke permanently

hanging out of the passenger side waving a gun around in *TOCA* or *Gran Turismo*.

BAT CITY ROLLERS

While *Starsky* steers his scarlet cop car, Hutch takes pot shots at any lags who are up to no good in downtown Bay City. This is the hook that makes *Starsky and Hutch* unlike any of the other driving games already on PS2. In a similar fashion to *Twin Caliber*, this game requires you to do two things at the same time.

Don't worry, it's nowhere near as demanding as it might sound. After so many years honing your driving skills on your PS2, jinking your wheels through the traffic is almost second nature, while Hutch is given considerable help with his aiming. An intelligent crosshair appears above anything of interest so that it's just a simple matter of aiming in the general direction and pulling the trigger.

Car chases usually start with *Starsky* tearing through back alleys as he tries to get the criminals in sight. Then it's Hutch's turn to pepper their bodywork with lead until

I WANNA BE STARKY

MORE ON THE TWO-PLAYER MODE



Rather than pit you against each other in a generic two-player racing game, *Starsky and Hutch* gives the opportunity to re-live the show by teaming up as the two cops. But wait, there's more. If you're a bit flush and have access to a steering wheel and lightgun you can actually play the role just like you're in the show. One of you gets to drive while the other pops a cap in the bad guys' asses. Better get down to *The World of Wool* to make it a truly authentic experience.

STARKY AND HUTCH

CARS AND STRIPES



GUN CONTROL Shoot anything that moves and the viewers will turn off.



RETRO SET More kitsch than you could shake a winkle-picker at.



JUMP START Ramps should be used and abused at every opportunity.



ON THE BEAT The soundtrack looks set to ruffle the feathers of Vice City.

the car collapses into submission. Or in gaming terms until the power bar fills up to the maximum.

As you drive through the streets you'll notice your nippy little cross hair zipping about as it locks onto numerous non-aggressive targets. These seemingly insignificant items can play a huge role in your pursuit and make apprehending your suspects a damn sight easier. Your standard speed boosts result in the familiar blurry screen effect as your machine takes off like a rocket. Floating shotguns boost Hutch's firepower. Fire at a barrel just as your quarry is steaming past and it'll give them a factor 5000 tan. All very predictable so far. It's the less obvious objects that have the biggest effect.

Fire at a dangling rope and the crooks might find themselves sitting underneath a couple of tons of scrap metal just as they drive past a precariously balanced pile of wrecked cars. Perfectly time your shot at a water hydrant and you might just force the crooks into an uncontrollable spin. Shoot the target hovering beside that car transporter and the back will suddenly fall open offering a juicy ramp for you to take off from.

Starsky and Hutch obviously have secret ambitions to join the flying squad because the game encourages you get some air at any opportunity. Cunningly disguised

ramps reveal themselves only slightly off your direct route the more you play, so that you can use them to shave metres off the distance to your target. With its responsive handling it's easy to get your motor back under control pretty quickly and continue with the chase.

WHEELS ON FIRE

In a similar fashion to *GTA Vice City* these jumps or significant set piece moments are accompanied by some gratuitous camera work. Launch yourself off the top of a handily placed slope while firing at the oil drums behind the moronic goons stupidly camped out at its base, and the camera will suddenly pan away from the action. Everything slows down in a typical *Matrix*-inspired moment and you can revel in your car taking to the air in a ball of flames while Hutch clings on to the doorframe.

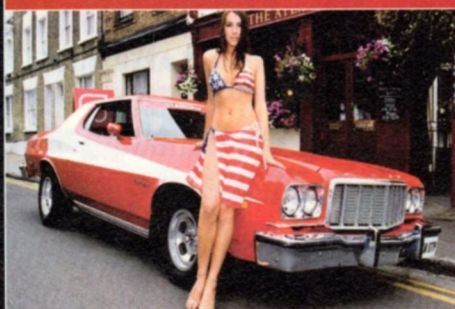
The city has been designed with this kind of amusement in mind. If there's a gleaming shop front positioned on a sharp bend there's a good chance you can plough through it, sending pedestrians scattering and shards of glass flying in all directions.

At the moment it all looks very clean and colourful, even with quite some development time left before the game is finished. The bright Californian sunshine glistens

ALL FLARED UP The clothes really would have been better off left in the seventies.

RENT A COP

CREATE YOUR OWN TV COP SHOW IN FIVE EASY STEPS



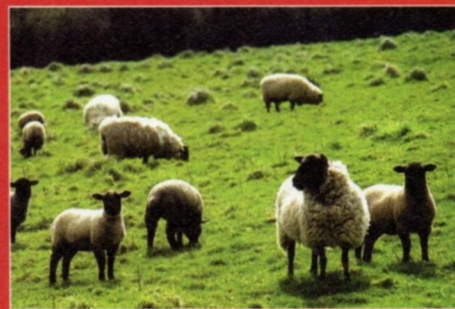
// GO-FASTER STRIPES

The American equivalent of furry dice or Kev and Tracy stickers on your windshield. The addition of Go-Faster stripes will transform your knackered old Datsun into an object of pure embarrassment, and it still won't go any faster than a milk float.



// BOXES

Go up in the loft. Tip Ker Plunk, Operation and Buckaroo onto the floor and use the empty cardboard boxes to make a pyramid in front of the house. Pile into them everyday at top speed when you arrive home for that authentic cop show feel.



// WOOL

At long last those horrific knitted Christmas presents from your dear old Nan have a good use. Just remember to leave the belt flapping to really seal that David Soul look and don't get caught in the rain or you'll collapse under its soggy weight.

17₂₂

off bonnets and windows while garishly-dressed locals stroll about. Hopefully the finished game will have a slightly more bustling populace. At the moment the streets aren't as busy as we'd like.

CARTOON VIOLENCE

Once again, in a nod to the inimitable *GTA Vice City* the entire game has a lighthearted cartoon-esque sheen to it. More so in the actual menu screens and story sections than the action segments. In game the colours are just that little bit bolder than real life, while the pre-mission briefings are carried off in a unique, stylised fashion. The intention of the developer was to find a balance between realism and the retro feel in order to lend more character to the game.

So far it looks like they've got the blend spot on. Antonio Fargas (Huggy Bear from the TV series) has even lent his vocal talents to the game. It's a shame actors had to mimic David Soul and Paul Michael Glaser. That's *Starsky and Hutch* to anyone under the age of 28. The entire game is designed to mimic the TV show with individual missions referred to as episodes and groups of them ordered into different seasons. Apart from apprehending a long list of criminals you've also got to

keep the viewers glued to their wood panelled TV screens. The more crazy stunts and lengthy car chases, the more fat Americans you'll have gorging on potato chips to the tune of squealing tyres, whizzing bullets and distorted electric guitars. Just try not to kill too many innocent bystanders or you might offend the two Bay City viewers who don't agree with you that the handgun and not the dog is in fact a man's very best friend.

If the developer can inject enough diversity into the missions and succeed in getting the city teeming with people and cars, *Starsky and Hutch* could be quite a good laugh. What it will do is to fill that less serious driving void between the closing credits of *Vice City* and *Driver 3*, which is out this Christmas. And if you've got the requisite equipment and a willing partner, you've also got the opportunity to partake in a completely unique PS2 driving experience (see the panel on page 35 for more). After a quarter of a century out of the game, the boys are coming back for one last job. And from what we've seen so far they've definitely still got what it takes.

/MIKEY FOLEY



// STREET MATE

If you want to get the lowdown on everything that's happened in the last week you're going to need to find a bloke who dresses like a professional pimp and talks absolute gibberish. Still, he redefined "cool" for about three seconds in the 70s.



// BONNET SLIDE

Just make sure you haven't got any keys in your back pocket and you've cleaned the bird droppings off the hood before you launch into a slide and end up pathetically squeaking across your car, before finishing up in a crumpled heap on the floor.

BELT UP Who'd have thought a man in a cardigan could look so menacing.



PREVIEW UPDATE

WE'VE PREVIEWED THEM ALREADY, BUT THEY'RE STILL NOT FINISHED. HERE'S A QUICK UPDATE...

/ MUTATED MEAT
MONSTERS THREATEN TO
RIP YOUR ARMS OFF AND
SLAP YOU SENSELESS
WITH THE WET ENDS /



SERIOUSLY DISGUSTING The grisly aftermath is bad enough.



CAN YOU STOMACH IT? Shoot it before something leaps out of its insides.



EVIL UNDEAD Don't stand that close. They're never dead in the movies.



SILENT HILL 3

MAKE SURE YOU BRING A CHANGE OF UNDERWEAR FOR THIS HORRIFIC RIDE.

NOW THIS IS THE SORT OF GAME WE WANT TO PLAY. WE don't mind the occasional platformer and quite enjoy a good shoot 'em up. But nothing gets the adrenaline pumping like a mutated meat monster threatening to rip your arm off and slap you senseless with the wet end. And *Silent Hill 3* has such creatures in spades.

"Darkness, noise, blood and rust, solitude" is how the developer describes its latest horror game, and after playing an early version for our recent feature, we'd be inclined to add the words "bile, cartilage, faeces, vomit". This isn't a game for the faint-hearted. There's a greater action element – possibly in response to the criticism about the sedate pace of the last *Silent Hill* game – and the difference is immediately noticeable. Heavy artillery looks to appear very early on, like the machine gun and assault rifle, enabling Heather to immediately open her killing account with the mutant dogs at the fairground. The bloodbath continues as we encounter the insect monsters lurking within the shadows – all within the first five minutes! If you want to know what happens next, check back next month.

■ TYPE: Horror/Adventure ■ PUBLISHER: Konami
■ LAST PREVIEW: PSW 9 ■ ETA: May



BLINDING The explosive effects look absolutely spectacular.



ROBOT WARS It's almost like a beat 'em up at times, but with a decent tale.



WHAT'S GOIN' ON? A Marvin Gaye soundtrack is yet to be confirmed.



FIRE WATER We still reckon it looks like they're under water.

ZONE OF THE ENDERS 2: THE SECOND RUNNER

HOT KNIFE THROUGH BOT-ER OR COLD MECH-DONALDS? (SORRY ABOUT THAT...)

JUST THE NAME IS LONGER THAN THE WHOLE FIRST game, so we're hoping for a more in-depth experience from this robot-battling sequel. These new screens show more of the sort of beautiful chaos you can expect, but remain rather baffling – to be honest, it's hard to tell what's actually going on. The weird thing is that, in motion, the game never suffers the same problem, as your mechanised suit moves so fast. It might disappear occasionally into a cloud of vapourising bolts and exploding gas, but it's out again so quick it's never a problem. So this sequel is faster, smoother and prettier, and fights now involve tens of enemies rather than lone battles. We're just hoping it's going to be longer was well.

From what we've heard so far the story should be much more interesting this time and help tie together all of the action with a tale that hopefully avoids all of the moral sermonising of the first game. The main character is a bloke called Dingo, who after a serious accident, finds himself permanently linked to his robot. If he leaves his machine he dies so he's got nothing better to do than blow things up from his robotic prison.

■ TYPE: Fighting ■ PUBLISHER: Konami
■ LAST PREVIEW: PSW #8 ■ ETA: TBC

INDIANA JONES

THE ORIGINAL TOMB RAIDER IS BACK

WE THOUGHT IT WAS GOING TO BE A STRAIGHT FIGHT

between Indy and Lara. Then along came Jen [odd looking girl from *Primal*] and stole the show with the PS2's best action-adventure game thus far. So not only has Indy got to beat Lara (when she eventually decides to join the whole cave-exploring party), but now he's got to out-gun *Primal* as well.

But Indy's got numbers on his side. Like, the entire Nazi army chasing his ass, plus a few slightly displeased triads, and a whole cast of ugly dead things that really should have been left alone to rot. You've got to evade the lot of them, while preventing a powerful artifact (presumably located inside the emperor's tomb) from falling into evil hands.

Cue the expected full-on mix of action and adventure, as Indy pilfers graves, thumps the occasional irritable German, takes on the odd death diving Messerschmitt, doffs his hat, balls his fists and whip-cracks his way around 1935 China in search of the mysterious Heart of the Dragon. Early impressions from this month's playtest are certainly favourable – expect to see the full PSW review of Indy next month.

■ TYPE: Action/Adventure
■ PUBLISHER: Electronic Arts
■ LAST PREVIEW: PSW 8
■ ETA: April



SMACK MY KITCHEN UP I only wanted a number five with egg fried rice.



BAD DATES Probably shouldn't have complained about the soup.



SKELETON CREW Enemies aren't always of the human variety.



MEN IN SKIRTS It wouldn't be Indy without a few major disagreements.



TOMB RAIDER: THE ANGEL OF DARKNESS

THE OTHER TOMB RAIDER GOES MISSING!

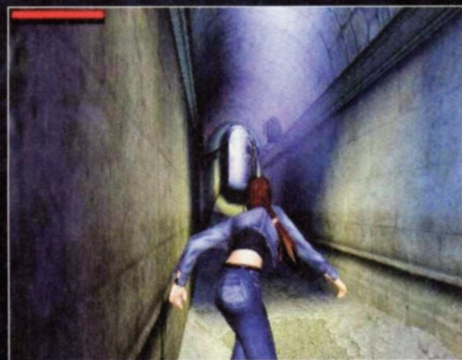
MAYBE SHE'S BEEN EATEN BY ONE OF THOSE DOGS SHE'S so fond of killing. Maybe she's too embarrassed to come out after the piss-poor movie. Or maybe she couldn't find a save crystal and now she's lost in development purgatory. See, Lara's gone missing. Her new adventure is supposed to be out now, but the developer has yet to send us a review, or even preview version of the game.

This leads us to suspect that either a) it's missed its scheduled date again, or that b) it ain't all that and the team isn't exactly keen on sharing that info. We hope it's the former and that the developer's taking extra time to make it as good as we all want it to be, but experience tells us it could easily be the latter. While we wait to find out, here's a few new shots we managed to acquire.

■ TYPE: Action/Adventure ■ PUBLISHER: Eidos
■ LAST PREVIEW: PSW 5 ■ ETA: April (or is it June?)



NEW CENTURY, NEW LARA She's been infected with Metal Gearitis.



TURN THE OTHER CHEEK Lara's early bid for the rear of the year award.



COMBAT DISGUISE Find the army issue tent to cover her upper half.



/ MAYBE LARA COULDN'T
FIND A SAVE CRYSTAL AND
NOW SHE'S LOST IN
DEVELOPMENT
PURGATORY /

RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

THE GENETICALLY ENGINEERED NAZI BLASTER HEADS TO VICTORY

TAKING HISTORY AND TWISTING IT COMPLETELY ROUND the bend is all part of the rather violent fun of *Return to Castle Wolfenstein: Operation Resurrection*. Following the unveiling of the promising shooter last issue, we now have a selection of screens which show just how much blood will be splattered across television screens this April. Machine guns, sniper rifles and traditional combat knives can be used to defeat the Nazis and the monstrous genetic offspring which they have created.

Every stealth kill rewards players with new items such as health packs or ammo so while going mental with a machine gun might be fun, creeping is demanded should you wish to live. Navigating torture chambers, medical labs and Nazi barracks presents plenty of opportunity to target and fire at exhausted guards and some rather more disturbing products of Nazi experimentation. Encounter a monster boss, however, and you'll need to go in guns blazing, alongside your comrades.

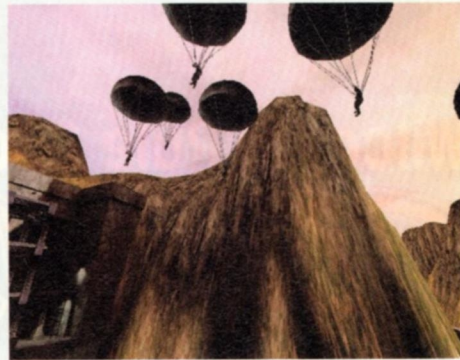
■ **TYPE:** Shooter ■ **PUBLISHER:** Activision
■ **LAST PREVIEWED:** N/A ■ **ETA:** May



LIEBENSRAUM Redecorate the Nazi's lounge room. With their blood.



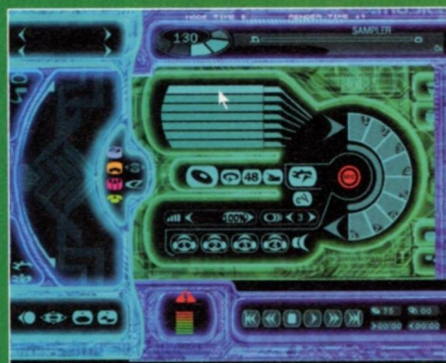
CLOSE ENOUGH Surely I should have hit the S.O.B at this range



DOH! Sergeant! Sergeant! I, m gonna miss the cliff, I'm gonna miss the cliff!



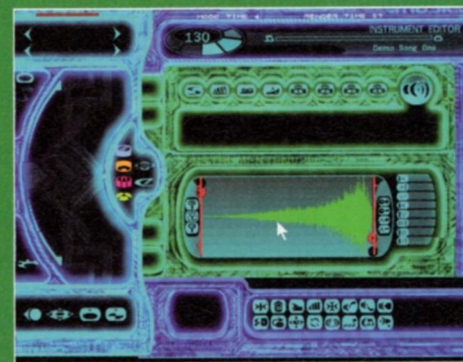
IRON MAIDEN Who reported this guy as 'armless, he's flippin' legless you wallys!



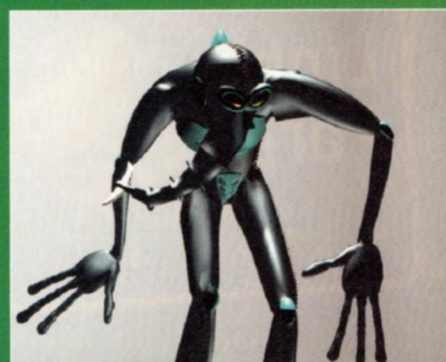
INTERFACE It's blue a-doo-blah-dee-da-blooh-dah!



JIVE BUNNY That is one scary bunny. Get Glenn Close, boil it, boil it!



GOOD VIBRATIONS The user interface makes mixing it up easier than ever!



TRIPPIN' What the hell are you ya dancing freak! Your freaking me out!

MUSIC 3

COWS, DANCING RABBITS AND STROBE LIGHT EFFECTS COMBINE TO FORM A 780BPM KARAOKE RAVE SESSION. COME BACK TO 1990.

YOU WANT YOUR OWN PRIVATE STALKER, THE TOUR BUS orgies, your face plastered all over the front cover of Rolling Stone, but you can't be bothered to put in the hours and learn to play an instrument? What you need is a music creator that does the hard work so that you don't have to. What you need is Music 3.

Music 3 offers you the chance to make tunes with a simple sequencer. Forget any tricky guitar chord changes or horn blowing, and prepare to make music with just a PS2 controller. The main mother sequencer in Music 3 may look as exciting as a bingo board but housed within it are thousands of riffs, drum beats and samples.

The idea of creating music on PS2 sounds crazy, but the Music series has proved that it's easy and enjoyable. By adding the ability to sample your voice, CD collection or even the Hey Dad theme tune, Music 3 has the muscle to produce tunes more credible than any efforts from Popstars.

■ **Type:** Music Sim ■ **Publisher:** Jester
■ **Last Previewed:** PSW 8 ■ **ETA:** TBA

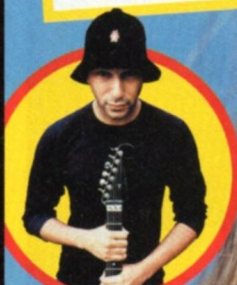
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CORGAN'S
ZWAN**



**AUDIOSLAVE's
Tom Morello**
... Hell!

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100
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**Pete
Townshend**

**TRIAL BY
TABLOID**

**Shania
Twain**

GENIUS OR ROBOT?

**Linkin
Park**

**"I'VE GOT A
SICK MIND!"**



9 771320 061002

12



REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.

MEET THE TEAM

HELLO, WE'RE THE TEAM, AND WE'RE PLEASED TO MEET YOU, TOO.



/ DAVID WILDGOOSE EDITOR

Game of the month: Ahem... *Pro Evolution Soccer 2*. I just... can't... stop... playing... One... more... game...
Style vs Substance. Discuss: Excuse me for being Mr Pragmatism, but each has its place. *Substance* may be the game's title, but Snake's VR missions look effortlessly cool.
Looking forward to: *Ice Nine*. Australia's very own *Metal Gear Solid* killer. More news soon.



/ DANIEL STAINES WRITER

Game of the month: *Mortal Kombat: Deadly Alliance*. I'm even eating Kellogg's Complete for breakfast. How crazy is that?
Style vs Substance. Discuss: A MGS game suffixed by the word "Substance"? That's a contradiction in terms. Unless you call Kojima's blatant ego-stroking substantive, that is...
Looking forward to: *Final Fantasy X-2*. It's good because Yuna wears tight shorts and you can see her bum. Yay for bum!



/ JOHN DEWHURST WRITER

Game of the month: *War of the Monsters*. So close to classic status but somehow...
Style vs Substance. Discuss: In fact my style improves under the influence of substance, but mostly just the liquid variety.
Looking forward to: *The Hulk*. For once my big green arse is doing the kicking rather than the receiving.



/ MARCH STEPNIK WRITER

Game of the month: *Silent Hill*. Yep, the first one. Even now it's still absolutely terrifying.
Style vs Substance. Discuss: I've been playing *Space Channel 5* all month, so style wins every time!
Looking forward to: *Castlevania*. Here's hoping the rumours of a PS2 debut are true...



/ TIMOTHY C. BEST WRITER

Game of the month: *Sword of the Samurai*.
Fatality I'd most like to see: Style. Jane Austen always talked about men of substance, and anything Austen can't be much fun.
Looking forward to: *Zone of the Enders 2*. Who can pass up a Japanese villain named Dingo?



/ GARY CUTLACK WRITER

Game of the month: *Devil May Cry 2*. Not as good as the first, but that's hardly something to complain about.
Style vs Substance. Discuss: If anyone whinges about MGS: *Substance* not having enough story, I'm going slap 'em upside the head.
Looking forward to: *Zone of the Enders 2*. Who needs substance when you've got this much style?



/ MIKEY FOLEY WRITER

Game of the month: *Primal*. A girl and a gargoyle has long been a private fantasy of mine.
Style vs Substance. Discuss: Style every time, as my spectacularly showy PES2 goals prove time and again.
Looking forward to: *Silent Hill 3*. A girl and a crazed spinning incestoid demonspawn is another fantasy...



/ STEVEN WILLIAMS WRITER

Game of the month: *Metal Gear Solid 2: Substance*. Fabulous stuff, except for the naked Raiden bit.
Style vs Substance. Discuss: I'd opt for substance if it involved putting some clothes on that foppish, limp-wristed excuse for a secret agent.
Looking forward to: *Resident Evil Online*. Co-operative play is the new deathmatch, I tell you!

THE SCORING SYSTEM

PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE ALL YOUR GAMES PURCHASING DECISIONS SIMPLE. HERE'S HOW TO TRANSLATE THOSE NUMBERS INTO DEFINITIVE ADJECTIVES.

10/10	ESSENTIAL
9/10	BRILLIANT
8/10	GREAT
7/10	GOOD
6/10	DECENT
5/10	AVERAGE
4/10	POOR
3/10	BAD
2/10	BLOODY RUBBISH
1/10	AVOID AT ALL COSTS



PSW GAME OF THE MONTH

The Game of the Month Award is precisely what it says, the title that in PSW's opinion is the essential purchase of the month. In the event of multiple games receiving the same score, we simply pick the one we think is the must-have option if you can only afford one game a month. Go and buy it now. Run!



PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. So if you're a fan of this particular type of game, then you'll be more than happy with this purchase. Simply, if you like this type of game, you 'must buy'. Clever eh?

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TAKE OFF The aerial battles are a real 'high' point.



HO HO HO! With that red suit and white hair... it's Santa so it is!



RED DEVIL Dante's friendly alter-ego comes out to play once again. Aah, ain't he cute.



TRICK SHOT Behind the head shots totally rule.



GOT THE HORN? Is this kind of imagery offensive to Satanists? Write in and let us know.



DEVIL MAY CRY 2

IT'S STILL NOT CERTAIN IF THE DEVIL WILL CRY OR NOT. DAMN IT.

TYPE	ACTION
PLAYERS	1
OUT	APRIL 4
PUBLISHER	THQ
PRICE	\$99.95
DEVELOPER	CAPCOM

SEE IT ON DVD	
/ Two main characters	
/ You choose which one	
/ Exclusive new footage!	

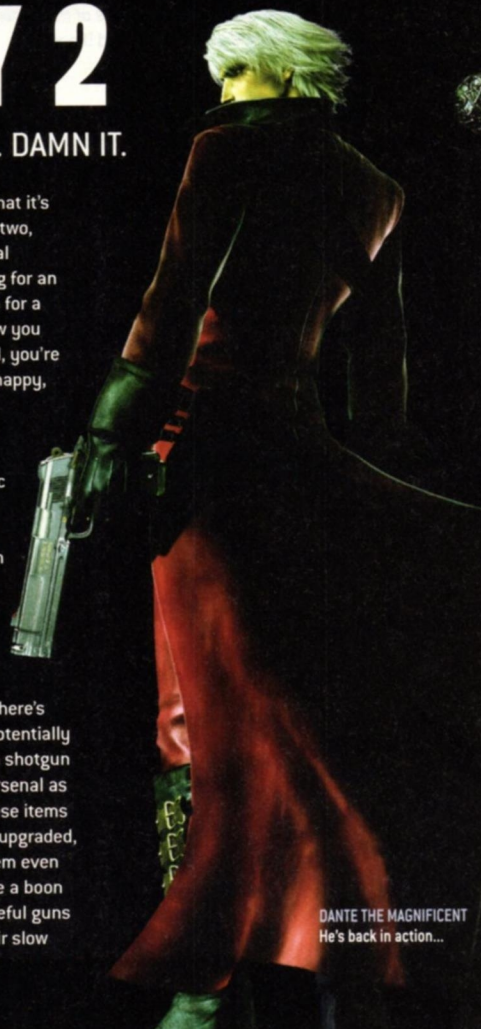
SO THIS GAME'S GOT A TWO ON the end of it. Wait, there's more. You now play as two characters rather than one. It comes on two discs, whereas before it only filled a single CD. Two... Taken all together it's almost a strange and spooky portent: do all these twos mean it's twice as good? Look, no. That would make it a 20 out of ten which just isn't possible. Yes, we loved the first game, hypothetically awarding it a majestic ten for the way it ripped the heart from *Resident Evil* and sprinted away giggling, squirting hot blood, slapping things that didn't even have faces in the face. It had real verve. So the sequel should be twice as good, right? The other option is it's just a big Number Two.



SWORD FOR THOUGHT Come and get slashed demon scum.

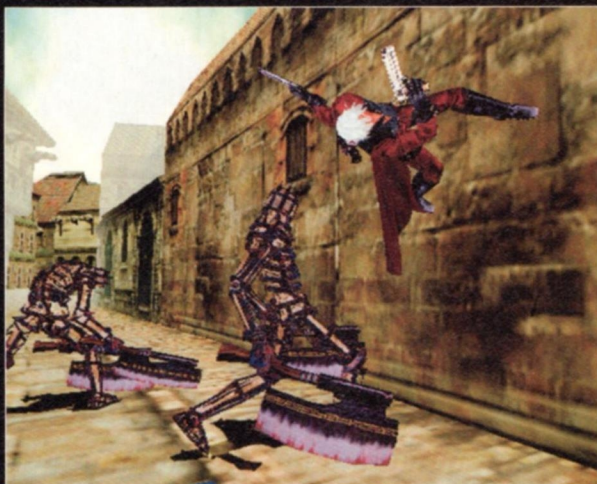
Oh, how grey reality is. The truth is that it's neither twice as good nor a big number two, inhabiting the soggy fields of conditional goodness in between. Still, those hoping for an angelic saviour in any area of life are in for a long wait, so perhaps it's inevitable. Now you want to know what's wrong with it? God, you're so cynical. Let's deal with some of the happy, positive stuff first.

We're doing much the same thing as before, only it's bigger and even more impressive. Dante is back, and his basic remit remains to whirl the underworld into a state of total disarray. He's a demon hunter, son of the 'legendary' (in his own pub, maybe) devil kicker Sparda, a man who bequeathed the big pointy sword named after him to his offspring. Initially, Dante uses this sword – plus a pair of pistols – to dispatch the evil spirits, but naturally there's more to come. Swords get bigger and potentially more damaging, while machine guns, a shotgun and even a rocket launcher join your arsenal as things progress. But getting hold of these items isn't the end of it. Each weapon can be upgraded, assuming you can afford it, making them even more powerful than before. This is quite a boon in the early stages, when otherwise useful guns such as the shotgun are limited by their slow



DANTE THE MAGNIFICENT He's back in action...

THE BOY HAS BALLS Two of them, and they're real big.



IT BEATS FLYING Why soar through the air when you can run along the walls instead?



ARMED AND DANGEROUS That spinning blade hurts.



PERFECT FOCUS It's easy to see what's going on here but the camera isn't always so kind.

SPHERE OF DESTINY

How good your weapons get depends on how many red orbs you collect. In fact, what happens to Dante – or Lucia, the second character who inhabits the second disc – depends on orbs of many colours. The most prolific of these are the red orbs, which act as currency. You'll find them occasionally lying around the levels, but most of them drop from the disintegrating bodies of vanquished foes.

This gives you a decent reason to get stuck in rather than run away, although often you'll need to destroy all opposition before you can exit an area anyway. Other collecta-balls include green orbs of 'condensed demon fluid' – essentially health – for 'restoring vitality', gold orbs with the power of resurrection and white orbs that refill your Devil Gauge. Of more lasting effect are the blue

and purple ones. Collect four of the former orbs and your life bar actually gets longer, giving you increased stamina in a big boss fight. The purple ones do the same trick for your devil gauge, letting you remain in your more powerful form for longer.

It's a good system, especially as neither character suffers any kind of falling damage – only fighting can hurt you, and it's easy to both collect the orbs simply by running near them and to use them having paused the game. There's no complicated item management as in the *Resident Evil* games that famously spawned *Devil May Cry*, so anything you pick up goes straight into your limitless inventory. Even the old action standby – locked doors with absent



GUNS, GUNS, GUNS A screenshot that's bound to wind up MPs.

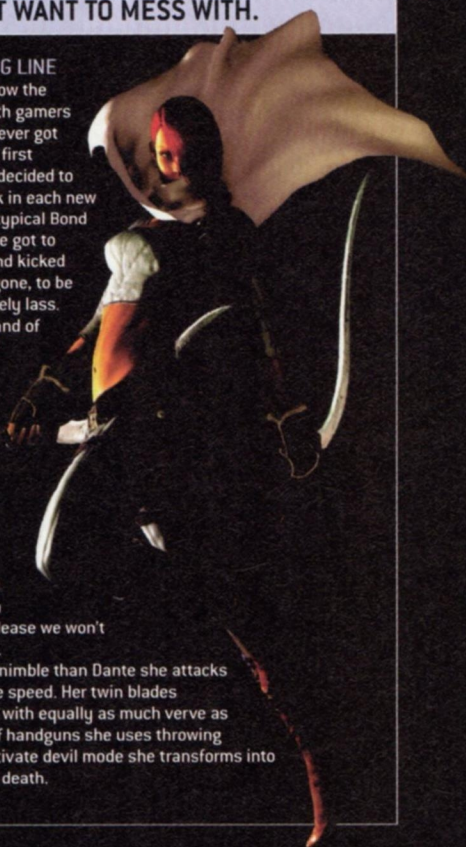
DEVIL WOMAN

INTRODUCING A FEMALE YOU DON'T WANT TO MESS WITH.

THE SECOND IN A LONG LINE of female conquests is how the developer sees Lucia. With gamers disappointed that they never got to fiddle with Trish in the first game the developer has decided to include a female sidekick in each new addition to the series in typical Bond fashion. Just when you've got to grips with their moves and kicked some devil butt they're gone, to be replaced with another lively lass.

Brought up on the island of Vie de Marli she is one of the island's Guardians. They protect the island's inhabitants from the evil that lurks there, possessing the power to destroy evil gods. Lucia's role is the simple matter of preventing the ever-looming spectre of doomsday. With her past and purpose shrouded in mystery right up until release we won't spoil the intrigue for you.

Ever so slightly more nimble than Dante she attacks with less might and more speed. Her twin blades cleaving through victims with equally as much verve as Dante's sword. Instead of handguns she uses throwing knives and when you activate devil mode she transforms into a blinding white angel of death.





DON'T PANIC! Combos are again rated by comments.



LOOK MUMMY! I'M FLYING! Juggling enemies in the air remains as satisfying as it always did.



ALL THINGS BRIGHT AND EVIL. It's colourful alright.



TIGHT AS A GNAT'S CHUFF A second later and it would have been curtains for the demon hunter.

/ WEAPON
ATTACKS CAN
BE BOOSTED
BY AN EXTRA
KICK TO THE
ALREADY
VASTLY
INCREASED
RATE
OF FIRE /



ICE COOL Despite being outnumbered, Dante remained calm.

gets in the way of a good rumble. The keys are represented by balls of white light, and either fall from the corpse of a large opponent or lay in full view behind a force field. How do you deactivate the force field? Easy. You just kick the hell out of whoever's attacking, run over the point of light and when you next approach the door it'll open. No selecting, no "do you want to use this key?" question-answering. How welcome this focus is.

It'd backfire if the fights everything conspires to foreground weren't up to snuff, but fortunately it doesn't. Mostly. As before, it's not just about welting your enemies over and over, it's about being stylish. To this end, Dante has plenty of new moves, clearly influenced by, Lord forgive them, *The Matrix* – have games designers watched any other film in the last four years? Lucia shares many of his moves, but has her own distinct style of doing things and brings a genuinely fresh feel to the fights. Both characters have the ability to run up and along walls, either to escape an onrushing enemy or just to add a little extra spice to a combo. As before, messages flash up on screen to indicate how well you're doing, starting with a rather patronising "don't worry" and rising through "come on!", "bingo" and "are you ready?" Hmm. Maybe the phrases lost a little something in translation.

Both devil-denting characters – Dante's described as a 'Hunter', as it happens, while Lucia is a 'Protector', although the only difference between them seems to be that one sounds like some sort of razor blade – can also use walls to jump higher than before which, combined with the colossal recoil of their weapons, can result in some impressive aerial combat. Lucia has throwing knives rather than pistols as her basic attack, but even these keep her in the air for a limited time. Quite fun. But if you want to stay airborne for a decent period you must activate the Devil Trigger, which flips the pair into their more powerful supernatural forms. Dante remains the familiar steaming demon, while Lucia, entertainingly, is a brilliant



HOLD TIGHT Wonderland's latest ride proved to be terrifying.

white angel. It's certainly an unusual image for a videogame, making a pleasing change from the legions of butch men and Lara-a-like, sub-*Tank Girl* chicks.

DEVIL MAY FLY

Of course, you can't fly the whole time in the devil mode, due to the new amulet system. Well, you could if you wanted to, but you'd be missing out on other powers that could be more useful. As you progress through the missions you come across new pieces that slot into the amulet, and you must choose what to fit to decide which attributes your devil mode has once you activate it. For instance, instead of the ability to fly you might want to equip faster running instead, or more powerful health regeneration. Your weapon attacks can also be boosted by adding an extra kick – such as lightning, say – to the vastly increased rate of fire. Naturally, you can't just equip every ability until your character's total sugar, so you've got to be a little bit thoughtful about what's best for the



HOUNDS OF HELL. It's time to put them to sleep.



WEAPON OF CHOICE? We'd go with the guns here.



YOU'RE GOIN' DANTE
The epitome of devil hunting coolness.

situation. That said, you can quickly adjust the amulet at any point with the action frozen, so you'll never be stuck with a tactical error you can't set right. Nothing gets in the way of fun in the form of heavy, immediate action.

Well, almost nothing. What can get in the way of it is the occasional need to repeat long sections of heavy, immediate action more times than you'd like. As with the first game, the story and environments roll out in one long flow, but the playing experience itself is parcelled out in bite-sized missions. And some of these missions aren't the best balanced tasks in the world. There's one sea monster boss in particular that both characters must fight, and it's a bit of a bastard. That's not a problem in itself, of course, as once you've worked out its weaknesses you can set about gutting and battering it until it's had its chips. The problem is that you're unlikely to do it at anything like the first pass, and there's a long way to run and a lot of heavy fighting to be done before you reach it again. One door in particular cannot be broken though

before perhaps 20 or 30 fairly uninteresting enemies have been hacked to death. The first time it's fun. The second time it's a bit boring. After that it's nothing more than a chore, and what's worse is that it encourages you not to go climbing and running around for all those extra orbs. Why make the effort if you're just going to die and lose them all again? The end result is that, once you finally complete the level, it's after doing the absolute bare minimum within it. That's frustrating. To help you avoid this problem during this specific encounter, here's some free advice: you've got to close in far enough to hack off a tentacle and jump up to its neck. Remember that.

BEAUTY AND THE BEASTS

There's little wrong with the way the enemies look, even if their behaviour is a bit suspect at times. *Devil May Cry II* mirrors its predecessors in producing some of the most imaginative and best looking enemies around, and their movements are so smoothly believable the

REVIEW

DEVIL MAY CRY II



MONSTER MASH The monster design is excellent, and these malnourished chaps are the best.



EN GARDE! It's all about how you use your weapons.



BIG BIRD As painful as it looks, Dante will survive. Maybe.

/ DROP A BEAST INTO A WALL AND IT'LL FLATTEN AGAINST IT, BOUNCE OFF AND SMASH TO THE GROUND /



DAMN YOU MATRIX! More Matrix-inspired action.



ARE YOU TALKING TO ME?
Some day a real rain will come. Next week probably.

game feels nothing less than totally solid. Dropkick a marauding beast into a wall and they'll flatten against it, bounce off and smash into the ground, taking more damage. Nobody disappears halfway into a fence in this game just because there's no animation for what you've just done. Bizarre as Dante and Lucia's world is, it always feels real. Weird, too. Creatures such as the Gollum are particularly dark, as your attentions quickly reduce them to a pair of legs and nothing else... until the rest of it grows back and comes after you again. Many enemies are gigantic, genuinely dwarfing your characters in the way creatures from the underworld really should.

Yet, and really we're being picky here, the later enemies just don't have quite the impact that they should. Once you reach the city you're attacked by cyborg tanks and helicopters, recognisable silhouettes wrapped in human tissue and blinking with huge mad eyes. They're good, but just don't quite do it for us the way the fully organic enemies do. Maybe it's the dark twisted lines of the undead monsters complimenting the mutations of the gothic architecture, but the early enemies just seem to flow. Angular tanks and gunships, however – covered in fleshy perversities or not – just don't seem quite right in this demonic world. After all, a rocket from a helicopter is scary enough,



MAN OR MACE? Or weird amalgamation of both?



FOOLED YA! Hiding in the chandelier proved useful.

regardless of what the helicopter looks like, which leaves you left with what appears to be a pretty standard attack. Still, battles with these things are suitably enormous and do at least make a change.

An unfortunate knock-on effect of this epic scale is, however, the occasional reduction of your character to the size of fingernail. Some cameras are simply too distant, and while we applaud the way a game this detailed can show such a wide scene without slowing from its smoother-than-girls frame rate, we'd rather see what was going on. Sadly, the cameras in general are an Achilles heel. It keeps the *Code Veronica*-style of 'cinematic' angles from mostly fixed positions, although some track along with



WHIRLING DERVISH Enemies don't queue up to attack you.

your character. You'll never see the game from behind their backs as in *Hitman 2*, *Tomb Raider* and the like – in fact, like almost all other action games. The view is also never under your control, so if the current sexy shot from a cobwebbed corner leaves you fighting an enemy you can't see, tough. Criminally, some of the worst examples occur in the first levels for both characters, with the boring tombs of the initial interiors being almost impossible to navigate your way around, despite them being only small. Here you can never get a good enough view to discern the true shape of the room, and it only gets worse when the walls start moving. You're treated to brief cut-scenes of this, but there's no real way of telling where abouts the movement occurred in relation to you, leaving you to wander around the brown halls hoping to stumble into a bit that might be new. Not that you'd know, because you could never get a proper look at it anyway.

A VIEW TO A KILL

Also annoying – and far too frequent by a factor of several million – are the instances where the camera switches 180 degrees. This has the effect of reversing the controls, which can lead to you turning smartly round and running away when you don't want to. It's annoying when this happens just as Dante runs out of sight under a



HEY BABY Female addition Lucia packs quite a punch.

WHAT'S NEW?

JUST HOW HAS DEVIL MAY CRY EVOLVED SINCE THE GROUNDBREAKING ORIGINAL?



/ MOVES

DMC's extravagance is no longer restricted to leaping into the skies like you've got a rocket up your jacksie. You can also run up walls, back flip out of danger and shoot in two different directions with your pistols.



/ WEAPONRY

The swords and twin pistols of the original game are now joined by an larger arsenal of throwing knives, twin blades, machine guns, shotguns and, most invitingly, a rocket launcher. Oh yes.



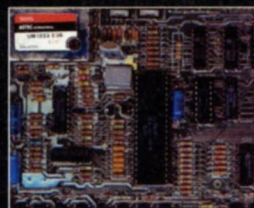
/ 2 GAMES FOR 1

The creation of two different characters enables the makers to come up with two different plot lines (of what minimal plot there is) and different routes through the game courtesy of two separate discs.



/ ENEMIES

Enemies are just as freakishly gargantuan and awesomely powerful, but they don't quite feel as testing to beat as before. They also include some less organic inclusions such as the bizarre helicopter attack.



/ UPGRADES

Upgrades now need to be purchased, with you able to choose one of three categories. You can either power up your swords, guns or items, with each one getting more expensive after every purchase.



/ POWERS

Red orbs are your currency, green orbs replenish health, gold orbs resurrect you from death, white orbs refill your devil meter, blue orbs extend your life bar while purple orbs boost your stamina for boss fights.



FLYING HIGH But is the camera too far out?



BIG AND BEAUTIFUL Some of the monsters are absolutely enormous, like this hefty fellow.

SHARP SUITER

DIESEL GIVES DANTE AND LUCIA A STYLE MAKEOVER

SUCCESSFUL COMPLETION OF THE GAME rewards you with a choice of several new outfits for your lead characters. "That's nothing new" we hear you mutter. *Onimusha* and *Resident Evil* have both been offering weird and wonderful bonus costumes for years. Yes, but no one has ever thought of getting a trendy fashion house to design those outfits up until now. Lending a

whole new meaning to the *Devil May Cry*'s "stylish hard action" slogan, trendy urban clothing company Diesel has come up with a sharp selection of threads for our main protagonists to parade around in (see below). Well Dante and Lucia never did seem like the types to shop at Marks and Spencer. Unfortunately, there're no plans to sell the outfits in the shops.



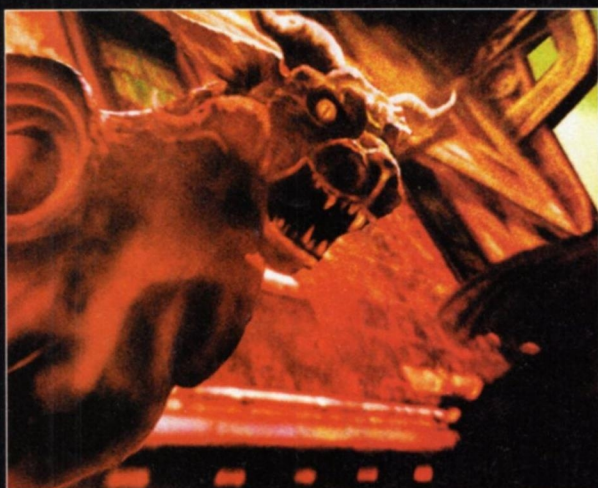
FUTURE IMPERFECT? Do the futuristic environments work? The jury's out, but we're not happy.

bridge. And it's especially annoying after any of the brief loading points, as the controls switch and you run straight back into the loading screen again... Entering a load point on a down slope only to appear on the other side facing upslope is also a cretinously confusing thing to do, as you'll probably turn around and run the wrong way. But it happens here. There's so much outstanding design in this game – what is idiocy of this scale doing in amongst it? Did the cleaners sneak this stuff in at the end of the day? We simply can't work it out. We've never met the cleaners.

Still, relax. For the most part it's not nearly so bad, and the game's perfectly playable and frequently very striking. Usefully Dante and Lucia automatically target the nearest enemy, so at least you can get a bead on where they are, but you'll need to use the manual target to pull off the more dramatic moves. Physical attacks (as opposed to weapons attacks) can no longer be bought, as each character has everything available from the start. Lucia's are



CITY OF THE DAMNED Battling our way to Redfern station.



GOTHIC HORROR Are gargoyles really that scary? They are if they come alive and attack you.



FIGHT NIGHT Forget winding plot lines and long cut-scenes – it's all about the scrapping.

different again, as she can jump higher and move faster than Dante, and carries her own set of weapons.

The storyline is simple, mercifully, and does little more than give you a reason for why you're going where you're going. That's a positive point, in case you were wondering. A simple overriding quest is far better at maintaining motivation than a complex, 'adult' plot such as *Metal Gear Solid 2*'s, and what's more you don't have to watch it all painfully spelt out in beautiful but cinematically laughable cut-scenes. There are pauses while everyone stands around for a chat here, but they're rare, brief and easy to skip. Each character plays through much the same areas, often coming at them from different angles and with slightly differing objectives. That said, the objective 95 percent of the time is simply to kick seven bells out of everything that moves, so you won't notice much difference. Beyond that a key may not be needed or an exit may be different, and while the differences are slight it does help keep it a bit fresher. Cut-



WHERE'S DANTE Top floor, far right window. Dodgy camera see.

/ THE OBJECTIVE 95 PERCENT OF THE TIME IS SIMPLY TO KICK SEVEN BELLS OUT OF EVERYTHING THAT MOVES /



scenes, then, deal with the occasions when the pair emerge in the same area at the same time. The voice acting is as good as you'd expect, i.e. absolutely terrible – must be those cleaners at work again – and unfortunately the little old lady who explains your mission sounds like Yvette from *'Allo 'Allo*. As you can imagine, that makes it quite hard to take her seriously, even if she does say it only once. Still, you came to this game looking for a kicking, not Proust. And that's what you get.

HONESTLY, IT'S NOT YOU, IT'S ME

Mostly... maybe we're just extremely good at games now – thanks, you're too kind – but few of the enemies felt as tough to beat as the original *Devil May Cry*'s did. There are still some very tough sections, but it feels like a larger amount of these foes can be beaten with persistence instead of skill. That said, the first game was tough to complete by any measurement. Simply chopping away at everything won't impress the game either, as you're still judged at the end of each mission on a number of criteria. Your peak of stylishness and – dammingly – the average stylishness with which you fought both affect the grade, which ranges from D to S, with S being one better than A and standing for... um... Special, or Super, or Sha La La (Doo-Wop-A-Loo-Bop) or Something.

And what if we were going to turn the tables on Dante, Lucia and fiends to give the game itself a grade? There's a good idea. And instead of awarding it a letter, we'll give it a score out of ten. So... it remains fast and usually fun to play, with some extraordinary enemies and beautiful visuals, but the camera problems are, if anything, worse than before. And the new moves look great but aren't exactly original. It's not as good as the first game but still mostly superb. What to give it? What to give it? Oh, we give up.

/ STEVEN WILLIAMS

VERDICT

PSW

UPPERS

- Bigger than ever
- New weapons
- Impressive cities and towns
- Imaginative enemies

DOWNERS

- Often rubbish cameras
- Confusing levels
- Enemy 'grunts' too easy
- Early areas a bit dull

GRAPHICS - Smooth, stylish and detailed

9

SOUND - Repetitive shouts, dark ambience

8

LIFESPAN - Two characters, fair replayability

8

OVERALL SCORE

Despite a new character and spectacularly new high-rise moves, *Devil May Cry II* doesn't really better its predecessor. In some areas – mainly the cameras – it actually feels worse.

8



GROUND FORCE The katana makes a wonderful lawnmower.



BACK SCRATCHING "A bit lower... Yeah, that's the spot!"



IS THAT THE TIME? Checking his watch, he realised he'd have just enough time to get to the bank.

TENCHU: WRATH OF HEAVEN

HANG ON, AREN'T NINJAS SUPPOSED TO WORK ALONE?

TYPE	STEALTH
PLAYERS	1-2
OUT	NOW
PUBLISHER	ACTIVISION
PRICE	\$99.95
DEVELOPER	K2

IF THERE'S ONE THING THAT

Tenchu: Wrath of Heaven teaches us, it's that there's a lot more to making a good game than merely coming up

with a bunch of good ideas. For if *Wrath of Heaven* were indeed composed of nothing more than the sum of the concepts behind it, then it would undoubtedly be one of the best PS2 games ever released. After all, there is a heck of a lot of excellent ideas in here. Basing a stealth game on ninjas is a good idea, giving said ninjas a vast repertoire of spiffy gadgets is a great idea and including a two-player cooperative option – well,

that's a stroke of genius. It's just unfortunate that developer K2 couldn't successfully transform design theory into gameplay reality because at the end of the day, *Wrath of Heaven* is simply not very fun to play. It is, in fact, one of the most poorly executed and relentlessly mediocre titles we've seen this year. And here we were expecting something rather good.

CAMERATIC

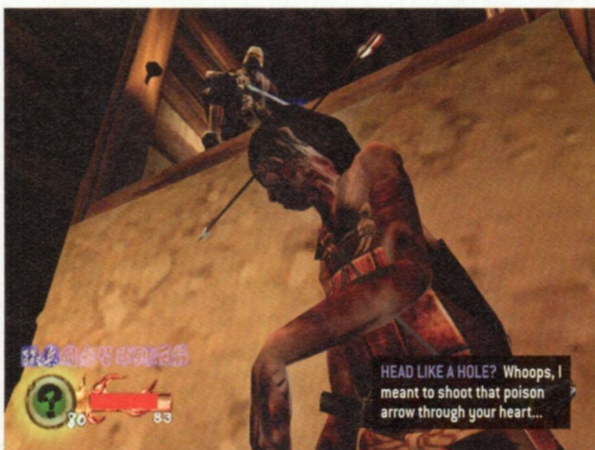
Of the many faults that beleaguer this game, it is somehow appropriate that the one we noticed immediately happens to be one that has plagued the entire *Tenchu* franchise since it first appeared on the PSone all those years ago. That's right, despite all assurances to the contrary, the camera in *Wrath of Heaven* is a piece of code so breathtakingly frustrating that we are almost tempted to think that it was made so on purpose. Was K2 being intentionally malicious when they decided to position the camera at default angles that are for all intents and purposes completely obtrusive? Could it have been spite that inspired the multitude of view blocking geography and a complete lack of transparent texturing? We find it difficult to believe that the free-roaming view controls are the product of pure malevolence, but it's the most plausible explanation outside of saying the developer is simply incompetent. And we certainly wouldn't want to say anything like that.

Of course, when it's actually possible to tell what's going on, the action in *Wrath of Heaven* is

actually quite enjoyable and manages to capture the 'feel' of being a ninja with a pleasing consistency. Both of the characters available at the outset – Rikimaru and Ayame – have a respectable selection of stealth toys available to them and it is possible to pull off some rather impressive ninja tricks now and then. The problem, however, is that pretty much all of the more elaborate gadgets and manoeuvres are basically superfluous purely because the enemy AI is so desperately stupid that it renders anything but basic commonsense completely unnecessary.

HIDE AND DON'T SEEK

There's just no point to luring guards out with sophisticated traps and killing them with shuriken if one can simply run straight past them without having to worry about any serious or protracted pursuit. A lot of enemies will become baffled and give



HEAD LIKE A HOLE? Whoops, I meant to shoot that poison arrow through your heart...



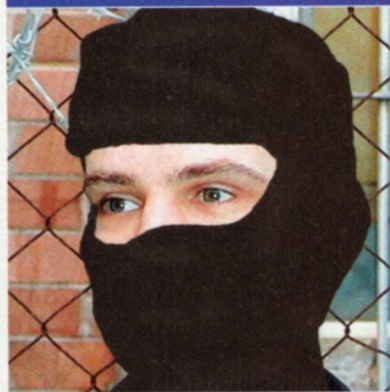
PIGGY BACK Now that's what we call a stealth kill.



HOMEMADE NINJA

OUR EDITOR'S A BIG WUSSY

Here is a picture of a man dressed like a ninja that we downloaded from the Internet. Initially we had planned to have David dress up like a ninja by wrapping a t-shirt around his head, but he dogged it on the last second. Apparently, he has a problem with wrapping his face in garments that haven't been washed for several months. The moral of all this? Keep your clothes clean, because you never know when your boss might have to wear them on his face.



STOMACH CRAMPS The exclamation marks means he's spotted you.

/ PLAYERS
CAMP IN ONE
SPOT WHILE
WAITING FOR
THEIR
OPPONENT TO
MAKE THE
FIRST MOVE /



FLYING KICK Combat devolves into a mess of bodies.



SLASHER FLICK It's just like gutting a fish for our feisty heroine.

up the chase the minute you do something as simple as turning a corner, and that's precisely the kind of occurrence that irreparably damages the suspension of disbelief necessary for enjoying a game like this. If I know that my foes are imbeciles, then I am going to treat them as such and the inevitable result is a ninja game were one very rarely acts like a ninja. After all, stealth is only enjoyable if the threat of being caught is both tangible and serious enough to warrant precaution. Otherwise why would you bother?

But that's just the single player side of things — the multiplayer component of *Wrath of Heaven* is a whole other barrel of flesh eating fish altogether. Basically, there are two modes available — versus and cooperative — and both of them are quite terrible. The versus mode, in which two players go head-to-head in an almost laughably small collection of undersized maps, was simply a bad idea to begin with. K2 obviously know that ninjas are warriors of stealth and subterfuge, so they've tried to make their deathmatch something of a tense manhunt in which players are given one life and instructed to stalk and kill their prey before the same happens to them. Of course, in practice this usually ends up in the combatants camping in one spot for extended periods of time while waiting for their opponent to make the first move. Either that or boredom sets in and both players



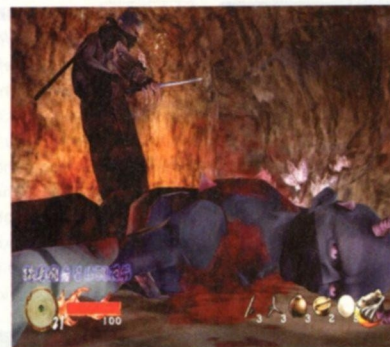
simply agree to meet in a determined area to duke it out face-to-face. And that, it goes without saying, is hardly the stuff of a riveting multiplayer experience.

DOOM-ONIC DUO

Cooperative play is similarly flawed and utterly fails to take advantage of the opportunities that the concept of a coop ninja game affords a creative designer. Instead of being able to play through the single player campaign as an unstoppable death team of doom, one is instead forced to partake in a collection of hokey single map missions full of dull objectives that could easily be completed by a single player working alone. Where are the devious assassinations, the daring midnight burglaries and all that other neat stuff that only a duo of well-trained ninjas could pull off? Not here. The only gameplay we've got here involves collecting items, hiding from enemies and repetitive button-mashing combat.

Wrath of Heaven is nothing if not an opportunity wasted. It is a flawed, tedious mishmash of good ideas gone awry and is something we'd only recommend to the most devout of ninja aficionados. How very disappointing.

/ DANIEL STAINES



BLAH BLAH Blah blah blah blah blah blah blah blah

VERDICT

PSW

UPPERS

- It's fun to be a ninja
- Looks quite good
- There's a multiplayer option
- Lots of good ideas

DOWNERS

- All of which are poor
- Terrible camera
- Retarded AI
- Crap multiplayer

GRAPHICS - The only high point of the entire game, really. **8**

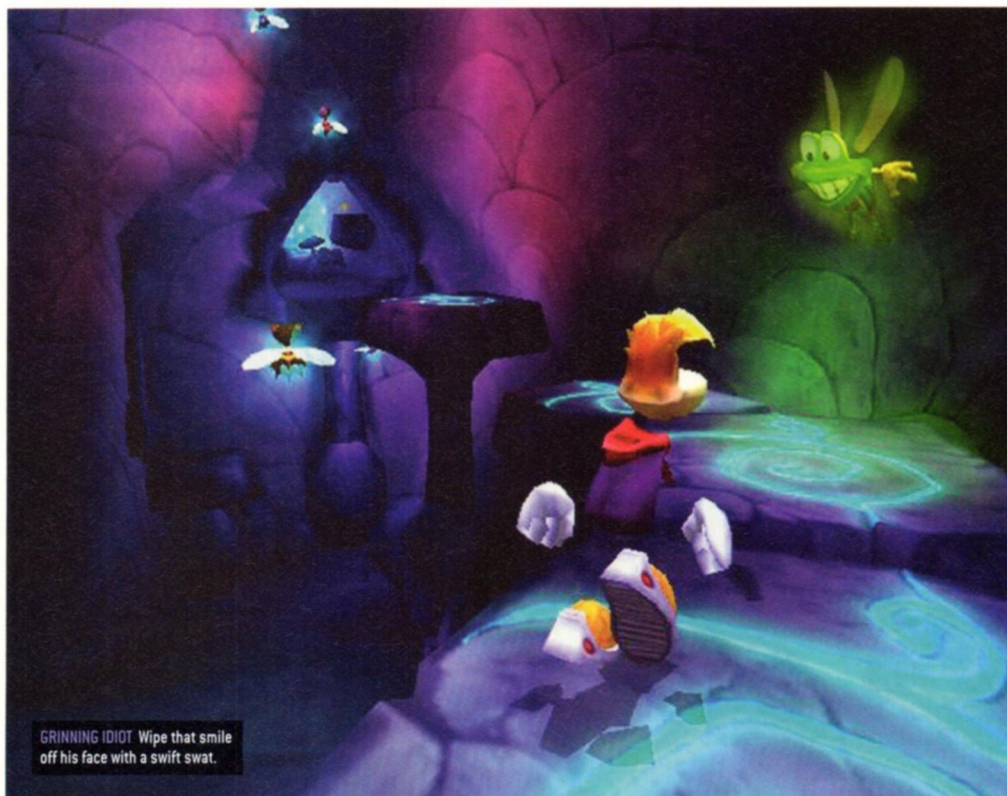
SOUND - Folk music, cheesy SFX and dire voice acting **6**

LIFESPAN - Fairly long game, but also a fairly boring **6**

OVERALL SCORE

A rather poor game that could have and should have been significantly better. A terrible waste of good ideas.

6



GRINNING IDIOT Wipe that smile off his face with a swift swat.



NOZIN' AROUND In fine Gallic tradition, Rayman has a huge snozz.



ALIEN PREGNANCY Aaargh, my stomach! It's alive and glowing!

RAYMAN 3: HOODLUM HAVOC

A SURREAL PLATFORMING NIGHTMARE. HE'S NOT FOR KIDS ANY MORE...



TYPE	PLATFORMER
PLAYERS	1-2
OUT	NOW
PUBLISHER	UBI SOFT
PRICE	\$99.95
DEVELOPER	UBI SOFT

EVERY TIME SOMEONE TALKS

about the *Rayman* games, they always preface whatever their saying with some comment about

Ubi Soft's French origins and how French people are widely regarded as a bunch of beret wearing, snail eating surrender monkeys. We at PSW, however, would like to think that our readers are above the petty wholesale slander of an entire nation. So instead of talking at length about how France should be carpet-bombed for producing mercilessly unreadable idiots like Derrida and

Foucault, we're going to get serious and talk about *Rayman 3* and only *Rayman 3*. After all, it's the game that matters - not the country of snooty frog-chompers that it comes from.

Alright, so let's begin our analysis by taking a look at what is arguably the most important aspect of any 3D platform game: the control interface. Put simply, Ubi Soft has created an accessible and instantly comfortable interface layout that should take even the most uncoordinated players mere minutes to master. Admittedly, Rayman doesn't have a vast repository of moves available to him, but the graceful simplicity afforded by this lack of complexity is more than enough to make up for any limitations that may result from it. Jump, punch, dodge and lock-on are the only commands you'll ever need to know, and even the last two of those aren't really necessary most of the time.

SPIN AND GRAPPLE

However, it should be noted that this simplicity does not entail that *Hoodlum Havoc* is a game stripped of creative challenge. The controls are usually just a matter of punch and jump, granted, but the varying forms these two fundamental moves take as Rayman finds new suit powerups over the course of the game successfully staves of repetition and - for the most part - keeps the action feeling reasonably fresh and interesting. Electrified grappling hooks, bizarre spinning tops

and a head-mounted helicopter rotor are but a few of the suit powers one can find on their quest to rid the world of whatever it is that Rayman is ridding the world of. Most of these things can only be used in a finite set of easily identifiable circumstances of course, but this has to be expected from a cutsey platformer aimed at a younger demographic. And - hey - the puzzles are a lot of fun even if they are fairly easy to solve. If you're looking for a demanding challenge, then try and get a 100% completion rate on every level. That ought to keep you busy for a few months at least.

Another intrinsic aspect of a good platformer at which *Rayman 3* excels is level design. Almost every one of the game's forty-four stages is pleasing to the eye and flawlessly intuitive to play through. We can't think of a single instance in the game where a reasonably skilled player



CRATE CITY Do they manufacture wooden boxes here or something?



RUST BUCKET In France, all robots look like this.



BACK TO HIS ROOTS Rayman jumps around his treehouse.



FROG CHOMPING Of course, you can never trust the French.

could possibly be stuck or frustrated to the point of giving up play entirely. I mean, yeah, there are definitely areas where Rayman will meet an untimely demise several times over, but they're constructed in such a way that failure is always clearly the fault of the player and not the level designer. In short, you'll never find yourself feeling 'ripped-off' while playing this game - and that goes a long way in making it one hell of an addictive experience. No unfair deaths equals no frustration and no frustration means endless hours of play. It is, in almost every respect, the

/ EVERY ONE OF THE GAME'S STAGES IS PLEASING TO THE EYE AND FLAWLESSLY INTUITIVE TO PLAY THROUGH /



HANDS UP Bearded robed guys with trombones. Terrifying!

consummate formula for the perfect platformer. Well, for the first few hours at least. For while the levels are ceaselessly entertaining to being with, their incessantly linear nature and rather uniform puzzles do tend to become a tad tedious rather quickly. Taking this into account, it becomes apparent that this is a game that is engaging only when played in short bursts of around an hour or two at a time. This is good in a way because, really, that's how long you're meant to play a game for any single sitting anyway. But ultimately, when it comes down hard facts, it just means that Ubi Soft hasn't produced the kind of habit-forming platformer magic one finds in genre classics like *Jak & Daxter*. And that's a shame too, because it's obvious that a lot of effort was put into making this game. A lot.

FUNKIFIED

Oh well, let's forget about that downer for now and finish up this review on a positive note with a quick rundown of *Rayman 3*'s more laudable features. On the audio/visual front, there can be little doubt that Ubi Soft has excelled in almost everything they've attempted to do. Graphics are crisp and colourful, framerates are silky smooth and Rayman himself is skilfully animated with charming panache. Similarly, sound effects and music are cheerful and catchy without being repetitious or grating. To tell the truth, some of the electronic tunes are actually quite funky - and



PYRAMID HEAD One for the Silent Hill fans out there...

EXTRA! EXTRA!

ADDED CONTENT IN RAYMAN 3 ACTUALLY WORTH UNLOCKING!

The thing that we really liked about this game but didn't mention in the review proper is the sheer amount of love that Ubi Soft has obviously lavished on the special features available. Aside from the lovely little mini-games you can play, there is a set of 'instructional videos' made by the game's bad guys on the various ways one can go about creatively killing Rayman. Some of these are very, very funny. Gratuitous violence is just so delightful when it's done by and to cute characters with funny voices. Well done, Ubi Soft!



TOLD YOU SO That surreal nightmare world in full glory.

that has to be a first for a platformer, doesn't it? There is a distinct difference between great games and unforgettable classics and *Rayman 3* is of the former category - but only just. It is an excellent piece of work, there's no denying that, but there's something missing... a certain spark of design genius that separates the truly outstanding from the merely magnificent. But hey, it's certainly something you'll have fun playing. And at the end of the day, that's all that really matters, isn't it?

/ DANIEL STAINES

VERDICT

PSW

UPPERS

- Good, simple fun
- Great level design
- Intuitive controls
- Look and sounds a treat

DOWNERS

- Repetitive at times
- Too linear
- Puzzles aren't very taxing
- Maybe a bit easy for some

GRAPHICS - Cartoonish, colourful and crisp.

8

SOUND - Great sound effects and funky music.

8

LIFESPAN - It's pretty long, but lacking replayability.

7

OVERALL SCORE

An excellent platforming romp that's just one or two steps away from greatness. These games get better with each sequel, so we're expecting big things from *Rayman 4*.

8



METAL GEAR SOLID 2 SUBSTANCE



EXTRAS! EXTRAS! READ ALL ABOUT THEM!

TYPE	STEALTH
PLAYERS	1
OUT	APRIL
PUBLISHER	INFOGRAMES
PRICE	\$99.95
DEVELOPER	KONAMI
SEE IT ON DVD	
/ Same game but better!	
/ Still breathtaking visually	
/ No need to play as Raiden!	

FOR A GAME BASED ON STEALTH,

Hideo Kojima and *Metal Gear Solid*'s other creators managed to keep the truth suitably hidden for a very long time. This version of the drop-dead gorgeous sneaking game is all about extras, after all, but exactly what they might comprise was kept shadowy. Specifically, we all wanted to know if Snake would be skateboarding or not. Early footage implied he would, but soon word went round that the scenes were simply taken from *Evolution Skateboarding*, Konami's *Tony Hawk* wannabe, where Snake was a hidden character. It was all just a dandy wheeze to promote its

otherwise obscure skateboarder. People got irate. Kojima seemed uninterested in making clear what was truth and what was rumour. Oooh, it was all so exciting.

But now the facts are out, and as is the way with the truth, there turns out to be a few grey areas. Yes, Snake does appear on a skateboard in *Metal Gear Solid 2: Substance*, but it's not as if you're scooting round killing guards like some kind of adult Bart Simpson. And it's hard to see this – what's essentially a demo for the full game of *Evolution Skateboarding*, complete with tedious and ugly loading screen – actually selling any copies of that game. Don't let it swing your

decision about purchasing *Substance*. Or *Evolution Skateboarding* for that matter, which lest you forget, is a rather poor addition to the skateboarding bandwagon.

Unsurprisingly it suffers from the same problems as the game it's taken from, which means the levels are extremely poorly designed and the controls vague. Grindable objects and ramps frequently sit alone in the middle of nowhere, making it impossible to spin out the long complicated lines that make its competitors – the brilliant *Tony Hawk* games the controls and basic ethos closely mirror – so challenging. There's a novelty to rolling around as either Snake or Raiden on the Big Shell, of course, but the stodgy lack of excitement soon crushes it. It's also hard to tell if the whiny 'heavy metal' version of the familiar theme tune is an amusingly fun touch of irony or predictable, stupid skate drive! – it kind of lives on the border between the two. So anyway, it's here, but it wasn't worth the wait. Let's move on.

RAIDEN RID OF

Elsewhere, in the game proper, lies an almost befuddling jumble of new modes and options. Changes to the main game are slight, with the



OUT WITH A BANG Not all ninjas are stealthy, then...



MERYL! NO! Protect her wounded self. This one's really tough.



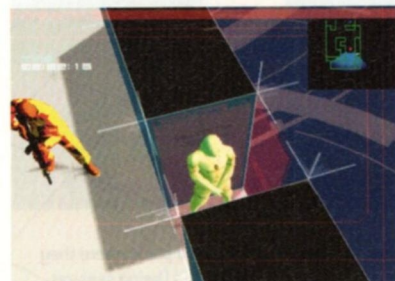
STRICTLY NO FLOATING The security hates it when you do that.



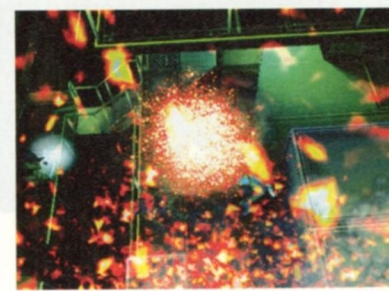
TOPSY TURVY WORLD The main game is still confusing.



TOWER RECORDS Beat your time to the bottom. Alive, that is.



/ THE SNAKE TALES SECTION IS GOING TO BE ANNOYING FOR ALL BUT THE MOST DETERMINED PLAYER /



QUICKLY KNOCK ONE OUT A guard, that is. Obviously.

SHARP DRESSED GUNMAN "The name's Snake. Solid Snake."

YOU TANKER The whole ship's rigged to blow... careful now.

key novelty being the ability to play as proper action hero Snake for the whole game rather than switching to girly-thighed, floppy fringed worrier Raiden for the journey through the Big Shell. Phew. It's a wonder you can't equip him with a handbag. Essentially you're getting the same game you bought as *Sons of Liberty*, but that's not why you're buying this disc. Oh no. You're buying it for all those extra missions.

Your initial choices are Missions or Snake Tales, but within the former option the game branches into VR Missions and Alternative Missions. But first, Snake Tales. Here you find five missions set in – but unrelated to – the *Sons of Liberty* world of the Tanker and the Big Shell, but sadly the tales themselves are related in static text form rather than visually. That said, with *Metal Gear*'s record for producing *Dances With Wolves* length cut-scenes stuffed with ponderous pseudo-intellectual navel gazing, it's probably for the best anyway.

Perhaps the most notable aspect of these missions is their almost psychotic level of difficulty. It's a fair assumption that many players of *Substance* will be pretty hardcore about the game – you'd have to be to spend another \$100 on it, as surely most interested

players will already own a version – but even so, these are a serious challenge. The omission of the radar completely changes the game, as very often it's impossible to see people ten feet away. Of course you can switch to first-person view for a more useful vista, but this roots you to the spot. It also requires the chosen spot to be right out in the open, otherwise you can't see anything. You'll quickly come to regret the frequently very limited camera angles, probably at about the same time as you're seen by a man off-screen while manoeuvring to see if there's a man off-screen who might see you. Frustrating doesn't begin to describe this experience. Once



EH? VR guards are stylised too. The blue thing? Your goal.

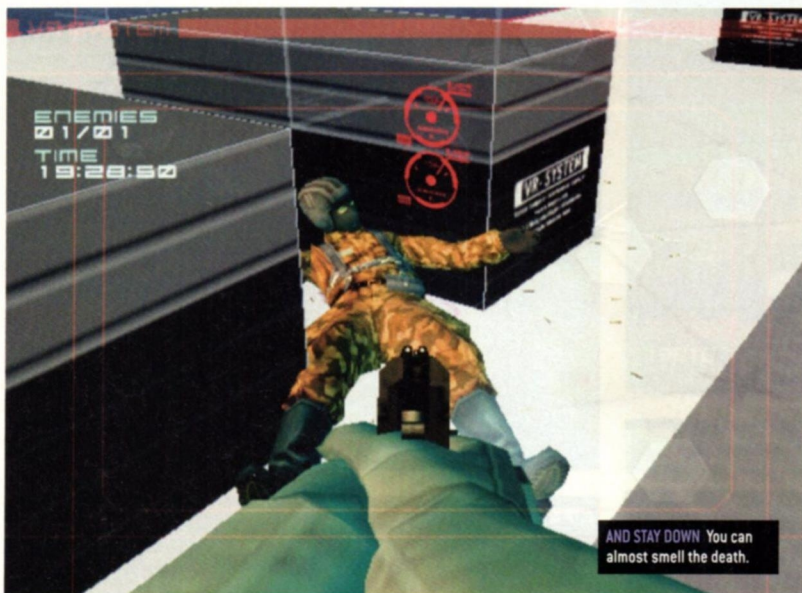
this happens you have three choices: die, stand in a cupboard for two minutes or reload.

STING IN THE SNAKE TALES

Your only protection is an AP sensor, a device that replicates an evermore firmly beating heart (by vibrating the pad) as the troops close in, but obviously this won't warn you about their line of sight. It's still absolutely nails, for often random reasons – you may also be reduced to certain weapons or low on ammunition, limiting options even further. This means, unfortunately, that the Snake Tales section is going to be prohibitively annoying for all but the most patient and >>



GALLOW'S HUMOUR You've got to laugh. Unless you're him.



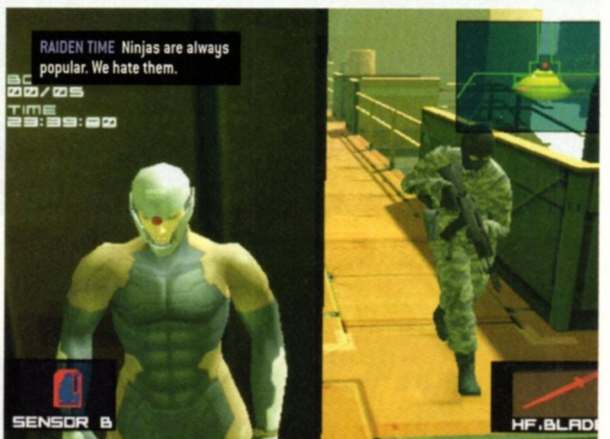
AND STAY DOWN You can almost smell the death.



NIGHT ON THE TILES The style is undeniable. As is our win.



OLD SUIT Snake's cossie from MGS1, look. Coo.



/ THE BIG SHELL IN PARTICULAR IS GARISH, REPETITIVE AND SLIGHTLY NONSENSICAL COMPARED TO THE TANKER /

unwinding timer, will reach a point where they repeatedly die or get spotted (being seen on sneaking missions is an instant failure), leading you to fear and then hate that sudden escalating synth chord of a guard's surprise. At some points you can actually fail more quickly than you can load, which can increase your hate to the point you start up a pay TV channel just to broadcast inflammatory speeches about that escalating synth chord and how it's coming over here and taking our jobs. Things can get quite unreasonable. These, then, like the bulk of the new missions, are for the more 'serious' gamer who likes a stern challenge and doesn't mind the repetition and the occasional need to repeatedly fail and learn enemy movements by rote. If you like your fun served up RIGHT NOW and don't like getting stuck, look elsewhere.



PIPE SMOKED The swines kicked your hands off!

>> determined player. This is a shame, as the 'real life' settings are unarguably beautiful to look at, and add considerable atmosphere to what can often be a very tense game.

The 'virtual' stylings in many of the other missions are smooth, hi-tech sexy in a slightly 90s way, but just don't have the impact of familiar worlds rendered in astonishing ways. Thankfully, there are a few other missions elsewhere that use Snake's familiar world. Although, would a few new environments really have been too much to ask? The Big Shell in particular is garish, repetitive and slightly nonsensical compared to the tanker – or even the icy base of the PSone game.

SO SOLID CREW

All of this leads us quietly to the Missions option, then, a sprawling set of levels containing hundreds of tests and objectives. At first you can only play as Snake or Raiden, with a further five characters unlisted bar a series of intriguing question marks. If you want the surprise spoiled, however, then the unlockable characters are ninja Raiden, X Raiden (stark naked), Pliskin (post-tanker Snake pretending not to be Snake), tuxedo Snake (as in the extra for *Metal Gear Solid*) and PSone Snake (standard original *MGS* outfit). Each has a slightly different selection of missions, with the prize for the strangest going to the butt-cheeks-in-the-wind nude version of

Raiden. Instead of sneaking, this boy has streaking missions... yes, really. Sadly they don't involve running across cricket pitches trying to avoid catching his sack on the bales, but are basic unarmed stealth missions. In the nude. There's an extra frisson to them, of the type you'd get if you (hilariously) let the front door slam behind you having leapt from the shower – too late – to answer the doorbell. It really makes you want to avoid the penetrating stares of balaclava-wearing armed men, anyway. And it's notable that he's the only one who doesn't face the camera and punch the air with delight on completing the mission... poor little Raiden, he's very shy.

Other characters (but not all of them) have first-person missions in addition to sneaking and weapons tasks, while a super-hard variety mode awaits unlocking. This brings together all manner of environmental hazards, such as trapdoors, foot-staining dyes that leave prints and even floating air-mines, to add to the human problem. Yes. Of course, you don't get these in real life. Maybe sometimes in the PSW lift. Especially when that fat man with all the files has been in it. Of course, these become increasingly hard, but at least the lab-rat-in-a-maze layout and fully functioning radar makes it a fairer challenge. Whether or not you'll actually enjoy them is another matter – it won't be long and even the most cautious player, egged on by the frantically

"ONE COPY OF SUBSTANCE PLEASE, SHOPKEEPER"

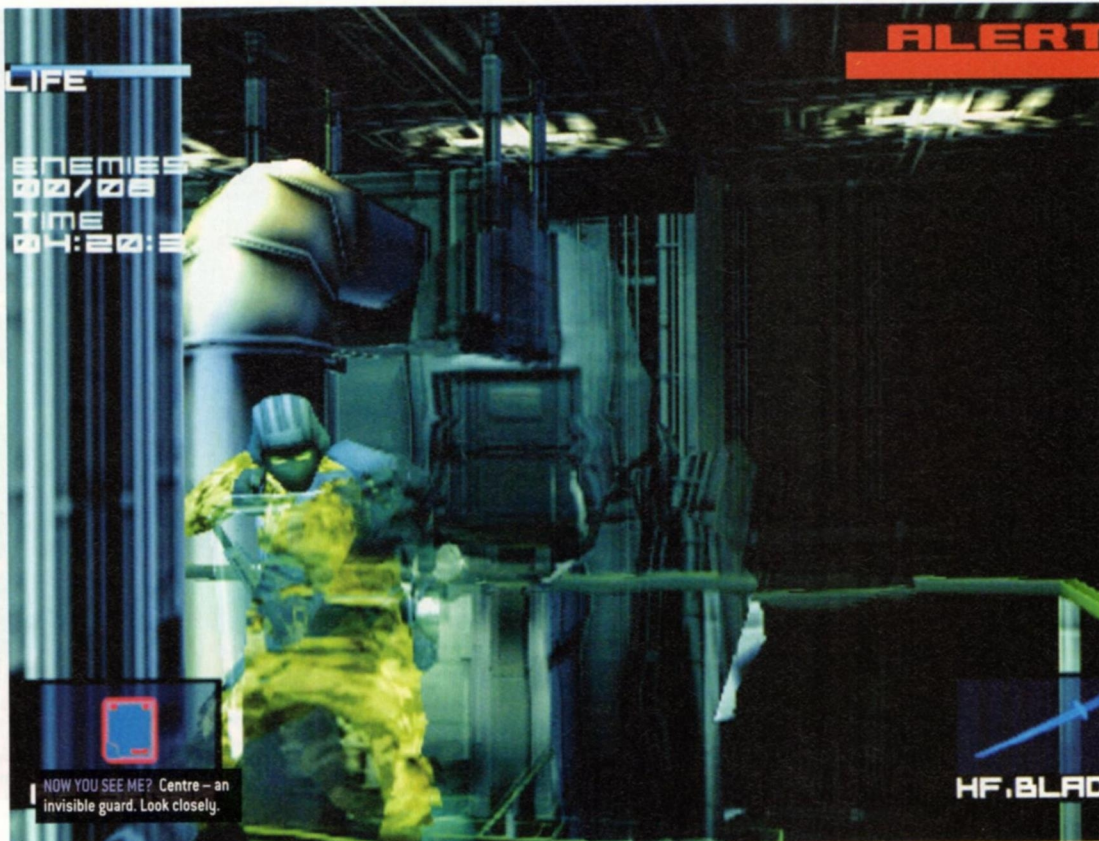
MANY OF YOU ALREADY OWN 80 PERCENT OF THIS GAME. SO IS IT WORTH BUYING AGAIN?



KEEP YOUR RECEIPT *Sons Of Substance* might be out soon.

YOU WON'T BE SURPRISED TO LEARN THAT the answer to this is conditional. It's mostly a yes, however. The best scenario is if you don't own *MGS 2* at all, in which case you should buy this version. It's got a lot more to offer. However, if you already have it and quite enjoyed it, *Substance* might not be worth the effort. The missions are legion but extremely bitty, and some can end quicker than they load. There's real scope for blind rages here. Most take place in a pretty but rather uninvolved 'virtual' world, too, and the various playable characters are just alternate costumes. Yet if you played *MGS2* and loved it, then finished it again on a harder setting and still loved it, you should definitely buy this – trade in your old copy to offset the cost. If you're a real *MGS* fan and played the PSone version, think back to the VR Missions, as that's basically what you're getting. Only without the tedious disc swapping. If you're a tad masochistic and possess the patience of a saint, you'll love this extra content, but otherwise you should think twice.

While the methods and objectives may vary between characters, the maps stay the same, so they might become rather familiar quite quickly. Luckily each (bar X Raiden) also has an often-intriguing set of specialist missions set in the 'real world' of *Sons of Liberty*. Most have a bomb disposal mode, using the freeze-spray and explosives detector from *SOL*, with newly positioned bombs to track down. The guards remain and some locations are surprisingly hard to fathom, but even once you know the locations it's fun to play. You're rated for the time you took and how you dealt with the guards, and each task has three bands of scores to aim for, so you can always go back and try to improve. Elimination mode will please the bloodthirsty with its simple, harsh treatment of the enemy, although even here you can score a no kill bonus by using



FROSTIES Giants tend to get them stuck on their backs a lot.



PAINFUL CHALFONTS They balanced there for hours, as one.

tranquilliser darts. Unless you're playing the grenade level, that is... The Hold Up mode is self explanatory, if a little more awkward to play, and both the main Raiden and Snake characters have a Photograph feature. Here you get a rare chance to actually do some kind of espionage work, by taking spy shots as you did of Metal Gear Ray in *Sons Of Liberty*. Granted, you're generally tracking down and taking candid photos of the scantily clad girls on the posters like some kind of grubby pervy maniac, but the thought's undoubtedly there.

ARE YOU A MAN OR A SNAKE?

That sums up the whole thing, really – the thought's there. *Substance* has many hours of challenging play for the enthusiasts, but more casual fans will be turned off by the often

unforgiving difficulty level, bitty, stop-start play and rather over-ordered presentation.

It's very neat and tidy to put the missions into their separate sections, but an option to play through a random selection of tasks might have been a little bit more fun. Perhaps the biggest lost opportunity is the omission of any new areas – dark, dangerous places such as oil rigs, aircraft, and mountain-top bases would bring a real thrill to your operations. That said, despite these qualms, *Sons of Liberty* is still an exceptionally fine game, and this is undoubtedly the best version available of it out there.

/ STEVEN WILLIAMS



MULLET OF DOOM He probably drives a truck with a gun rack.



CARVING KNIFE Gunless missions are even tougher.

VERDICT

PSW

UPPERS

- Hours of real challenges
- Five hidden characters
- Bomb disposal missions
- Still looks incredible

DOWNERS

- Sometimes insanely irritating
- No new locations to explore
- The Big Shell is disappointing
- Not quite essential

GRAPHICS

- As exceptional looking as it ever was

9

SOUND

- Crisp, defined and utterly class

9

LIFESPAN

- Hundreds of new missions to play through

8

OVERALL SCORE

Hours of new challenges for devoted fans, but a rather painful experience for the less determined. This is the definitive version, but only really for Gear-heads and non-owners.

9



GRRRAAAAAHHH! Why use Mortein when a tower will do.



KRRZZZZSCHK! His attack won't come as a shock.



COLLATERAL DAMAGE Don't leave any buildings standing.

WAR OF THE MONSTERS

RUNNING OUT OF SYNONYMS FOR BIG!

TYPE	FIGHTING
PLAYERS	1-2
OUT	NOW
PUBLISHER	SONY
PRICE	\$99.95
DEVELOPER	INCOG INC.

WAR OF THE MONSTERS IS SURELY an historical heirloom, painstakingly reconstructed under a National Heritage Order. A game version of 1950s hysteria, complete with nuclear gargantuans thrashing through Tokyo. Mercifully, *War of the Monsters* is no smart-alec pastiche of the past, but a game where monsters simply beat the hell out of one another. There's no protracted storyline, a complete lack of character development, no leveling up, no conversations, no knowing gazes into the distance. There is 3D fighting around increasingly rubble big cities with

giant mutant creatures, *a la* Godzilla vs Mothra.

War of the Monsters is one precious moment in classic sci-fi cinema that repeats over and over: two titans mashing limbs as the city burns in the background - albeit with different permutations of character, battle and location. The whole affair begins with aliens falling to Earth and spilling their mutatis juice that transforms the mild and unassuming into kilometre-high havoc wreckers.

Among the ten gargantuans available to use, there is Congar, a giant ape; Preytor, a preying mantis; Ultra-V, a giant Voltron imitator; Magmo, a volcanic rock thingy; and (introducing the office favourite) Kineticlops, a floating eye with a body made out of electricity. No buxom Sirens or Medusas though, more's the pity.

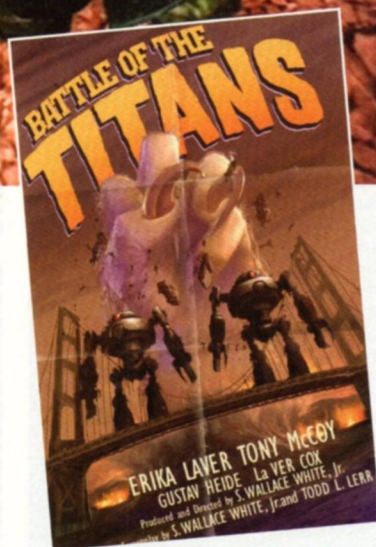
FISTICUFFS ENSUE

Despite the fanciful setting, the action is actually very exciting. This pacy combat between screaming, monstrous titans is far better than any wrestling game I've ever seen and much closer to what those games try to achieve. Basic controls assign a light attack, a heavy attack, jump and grapple to the four buttons. Block and strafe are on the shoulders. Grapple doubles up as a climb command and allows monsters to pick up projectiles like hunks of rock or sharp bits of metal.

Basic movement is a balance between swift and lumbering and proves nicely convincing. Monsters stamp amongst the terrified

populations, climbing and jumping between buildings, pulling up amenities to use as weapons and so on. A large part of battle involves scurrying around looking for pickups, divebombing your victims and then fleeing to safety again. The acrobatic, very three-dimensional battle is amazing, largely due to the environments. The 3D engine is amongst the finest seen yet on the PS2.

Speed and agility differs depending on the monster. Preytor can hover jump whilst in the air and zips around like a bug; the bigger lads like Magmo jump so slow it's a wonder they can get off the ground. Of course, the flipside is that the big guys pack a furious punch and the (relatively) smaller monsters are better using guerilla tactics. All monsters can pick up rubble and use it to throw at enemies, even impale them. With ranged attacks that are triggered by



ELECTRIC BLUE On second thoughts, make that electric black and blue.



MENAGE A TROIS Let's leave these three alone for some privacy.



SEGMENT TARGETED He's got quite a soft underbelly.



GLOW WAVE This guy ain't got no stealth tactics.

the usual attack buttons when at a particular distance, combat isn't all at close quarters, which is actually a good thing.

INTIMATE RELATIONS

Hand-to-hand combat is haphazard. Much like wrestling, the first hombre to land a hit can usually continue pummeling until opponents emerge from the rubble of a nearby building. Blocking is effective but countering is almost impossible. This means that for short periods, *War of the Monsters* plays all one-sided. Too much of this toe-to-toe chaos forces players back out to a more moderate proximity, where you have a chance to plan projectile attacks and move in for



TONKA TOUGH Go on, squish all the people on the street!

/ PACEY COMBAT BETWEEN SCREAMING, MONSTROUS TITANS IS FAR BETTER THAN ANY WRESTLING GAME I'VE EVER SEEN /

WAR OF THE MONSTERS VS. TV WRESTLING

GIANT LIZARD OR A GIANT IN LATEX?

MONSTERS

✓ Monsters breath fire, have supernatural powers and throw each other through buildings.

✗ Monsters do no talking and a lot of screaming.

✓ Monsters can pick up large pieces of metal, toss them into their opponents, thereby impaling them. Watch these abominations writhe in pain.



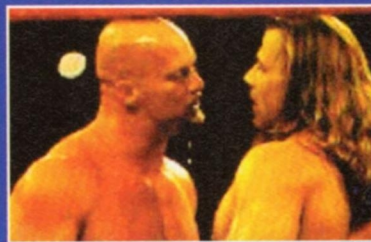
Monsters: 2

WRESTLING

✗ Wrestlers pretend to punch one another while stamping the ground. Infamy in wrestling consists of tables, tacks and dumpsters.

✓ TV Wrestling requires soap opera acting ability.

✗ Wrestlers wear ridiculous outfits and do way too much talking. And let's face it, no-one gets impaled.



Wrestling: 1

If *War of the Monsters* on PS2 is better than wrestling on the television, what does that say about wrestling games?



ELECTRICAL STORM Ranged attacks are damn effective.



UNDER A BLOOD RED SKY Our money's on the robot.

the kill when an opponent is indisposed. Perhaps that's the developers' intention. This isn't *Tekken* or *Virtua Fighter*, so close quarters combat is only one part of the experience.

However the camera that follows you monster's tail so fluidly as you launch from skyscraper to volcano, seems amazingly slow when you need to turn around to face an enemy at your back. The strafe command is useless and auto-targeting is good at a distance but barely passable when up close. Melee combat may not be the focus but it's certainly not a highlight either.

SIMPLICITY

In keeping with the simple aesthetic, there is a minimum of play options. The adventure portion of the game has your chosen behemoth wandering around battling other monstrosities. *War of the Monsters* follows the *Quake 3* model of a single player game. That is, leading you through all the arenas in which to battle and sightseeing all the available opponents.

So to the multiplayer, or rather, dual player if you will. There is a maximum of four monsters on screen at any one time, so you can play with a mate and two CPU enemies or fight against three CPUs yourself. Yawn. The engine is pushing the PS2 pretty hard but what's the point of a game like this when you can't pull out the multitap for some four-way Becks-fuelled mayhem? For a

game that seems to promise an extended shelf life by way of multiplayer, there's precious little to actually do. Three games: Free for All, Elimination and Endurance and some unlockable mini-games do not a *Timesplitters* make.

A tremendous basic idea, executed a little half-heartedly. With no story and some good (if limited) two player, *War of the Monsters* isn't the masterpiece it might have been. Better in-close combat and a chance to play against a room of your buddies would make this a must-have. Nonetheless, *War of the Monsters* is a fine 3D combat game.

/JOHN DEWHURST

VERDICT

PSW

UPPERS

- Good 3D combat
- Voltron vs Godzilla
- Bringing down skyscrapers
- Consistent and swift engine

DOWNERS

- Melee battle lacks refinement
- Camera is sluggish in close
- Pity about the two player options
- no popcorn?

GRAPHICS - A-grade

9

SOUND

- Theatrics, grunts and growls

6

LIFESPAN

- Compulsive for a brief time

7

OVERALL SCORE

What every wrestling game aspires to be. Big, loud and lots of fun.

8



OK, WE LIKE BIKES...
The close-ups and replays
are absolutely stunning.

MOTO GP 3



YOU CAN'T ALWAYS GET WHAT YOU WANT. BUT IF YOU TRY SOMETIMES, YOU JUST MIGHT FIND YOU GET WHAT YOU NEED. LIKE THIS.

TYPE	RACING
PLAYERS	1-4
OUT	APRIL
PUBLISHER	SONY
PRICE	\$99.95
DEVELOPER	NAMCO

IT'S AN AGE-OLD PROBLEM IN videogames. Well, a ten year old problem, anyway. Do you make a sports game as real as you can, yawn bits included? Or do you throw realism to the wind and make a game that captures the indefinable spirit of the real thing, preferably with monkeys, lasers and hip hop? *Moto GP* knows which side its bread is buttered. It's, er, the side of the bread marked 'real'. There's no hint of extreme stunts, wacky tracks or any other rubbish. It's just you, an officially sanctioned

course, and a fat bicycle with an engine on. In this case, that's a good thing.

The *Moto GP* series has always represented the best of purist bike racing on PS2. In this world, speed is more precious than diamonds. Don't waste it by braking a fraction too early. Don't squander it on wide turns when you could come out of a bend much earlier. Anything less than the perfect racing line, and you'll see the other riders drift tantalisingly ahead. You'll be straining to cut tenths of a second off your time just to remain ahead of the pack. And you'll be loving it, too.

When you get to the front, beating the leader is almost like some kind of crazy boss battle that simply must be overcome. He's usually way ahead of the rest of the riders, and by the time you've made your way up to him, you might not have enough time to overtake him. Opt for racing just two laps and you'll be faced with an even more stupendous challenge. You'll have to barge to the front in a matter of minutes, using absolutely perfect split-second timing.

Not hard enough for you? Turn the fearsome simulation mode on, and you'll be playing a whole different game. Suddenly, your fragile bike and rider are at the mercy of what feels like Jupiter gravity. Turn too hard, and you'll fall over. Skid off the track, and you'll end up in a heap. It's not the sort of pure-bred simulation you might

expect from a particularly geeky PC title – this is still an arcade game with some pseudo-realistic elements – but it's enough to give you a new level of immersion.

DE JA VROOM

If all this sounds very familiar to you, it might be because you already own *Moto GP 1* or *2*. This is much more of an update of those games, rather than a totally new title. To put it bluntly, you get five new tracks, a handful of new features and not a lot else. Boo. At least bikeheads now have the ability to turn on manual weight adjustment, and use front or rear braking. There's a very competent four-rider multiplayer mode, too [see Four to the Floor panel].



MOTOING AHEAD Three games and they still can't spell MOTOR.



WHATSHISNAME? All the famous drivers are here. Like thingme.



GRRR! BABY She's a bit of alright. She can pop my umbrella!

So we're not [entirely] complaining when there's so much biking goodness here. *Moto GP* certainly looks realistic. To be precise, it's not so much realistic as hyper-realistic. You know: that finely detailed, pixel-perfect style where everything looks just too good to be true? And the replays - good Christ - don't get us started on the replays. Only *Gran Turismo 3* can claim to have such stunning-looking race highlights, with excellent TV cameras wobbling and shaking, heat haze blurring and bikes emerging over the hill like the Riders of the Apocalypse. In wet weather, raindrops stick to the cameras, reflecting all the action perfectly. We know we shouldn't be impressed by this sort of technical willy waving any more, but we still are.



VOMIT-O-VIEW The on-board perspective makes you queasy.



ROAD BLOCK Two lap races are chaotic from the off.

For a laugh, try playing a whole tournament in wet weather conditions in the first-person perspective. Rain splashes your tiny windscreen, fog obscures the track ten metres ahead, and you'll find yourself playing by sense of smell, but it is damnably atmospheric. We were hoping for some sort of dynamic weather system this time round, where the weather changes in mid-race or at least has some variation between the two extremes, but no such luck. All you're given is the option to set the weather to 'random', so you don't know whether each race will be wet or dry until you play. Bit of a cop-out, that.

CYCLICALLY CHALLENGED

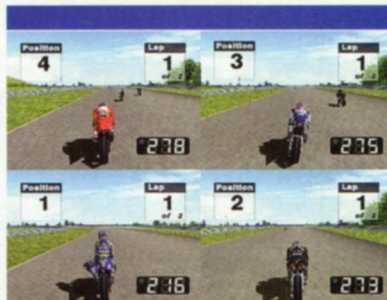
The 100 challenges, which are a lot like *Gran Turismo*-style licence tests, are pepped up by the addition of a goody-goody perfect driver that you must beat. There're also time challenges and lots of cones to steer through. All of them tough, and all of them inexplicably addictive. Win, and you'll receive all sorts of bonus goodies like new helmets, piccies and playable famous riders. The Legend mode also makes a welcome return, allowing you to go up against the great riders of the sport.

Hmm. *Moto GP 3* minus *Moto GP 2* equals five tracks, faster bikes, better multiplayer, and some more challenges. And that's not a hell of a lot. Other things we'd like to see in the *Moto GP*

/ BIKES EMERGE OVER THE HILL LIKE THE RIDERS OF THE APOCALYPSE /

FOUR TO THE FLOOR

DOES A QUARTET OF PLAYERS MEAN FOUR TIMES THE FUN?



EVER SINCE *ATV OFF-ROAD FURY* came out and stole months of our lives away with its superb four-player play, we've been searching for the next generation of quarter-screen splendour. Now that *Moto GP 3* comes complete with a four-player mode, can it keep us playing? Well, it's certainly smooth and competent, but given the very nature of biking there's not much interaction with the other players. This is more of a collective effort to ride speedily and accurately - newbies will just fall off the track time and again, and the more experienced will simply glide around the course, eyeing their rival's backside [in the game] and trying to take the next bend correctly. We'll stick with *ATV* and its unrivalled ability to end friendships, thanks.



THE FIFTH SENSE That unbeatable feeling of coming, er, fifth...

series? An adventure mode, tying in challenges and races. The ability to customise your bike's appearance, and to manage your team. Hell, why not a course and bike designer? Or an ounce of personality? But this isn't what this venerable series is about. All *Moto GP 3* cares about is the race itself, and that's much more important than all the extras in the world. If we're right in our original predictions, and *Moto GP 4* comes out next year with at least 20 tracks, we'll have the definitive version of this worthy old racer. Until then, this'll keep our wheels spinning.

/ JOFF BROWN

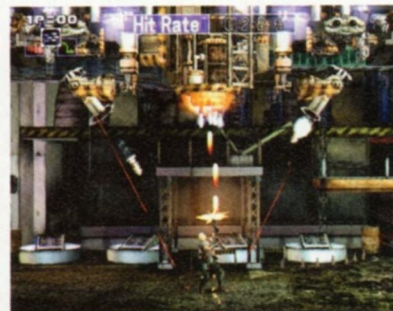
VERDICT		PSW
UPPERS	DOWNERS	
- No game does bikes better	- Lacks bells and whistles	
- Five new tracks. Count 'em	- Just MGP2 with more tracks	
- Even speedier bikes	- Can feel pretty soulless	
- New four-player mode	- Stick to racing line. Or fail	
GRAPHICS	- Clear, smooth and colourful. But still samey	8
SOUND	- High pitched motors and screaming guitars	7
LIFESPAN	- 100 challenges, and a decent number of tracks	8
OVERALL SCORE		
What can we say? You'd have to be a bike nut to buy this if you owned <i>Moto GP 2</i> , but if you are, you'll definitely love it. It's effectively a third bigger than before... but that's it.		8



DA BOMB It's almost impossible to stay alive in this situation.



TRANSFORMED Into a dead man. The 'copter turns into a robot...



MACHINE OF DOOM But what did they build it for?



BLOODY MIDGES You should see the state of his mosquito net.

CONTRA: SHATTERED SOLDIER

STAY AWAY FROM ME! GET BACK! OH FOR C*** YOU F*** SHI**D PI** B***** DU*P!

TYPE	SHOOTING
PLAYERS	1-2
OUT	NOW
PUBLISHER	INFOGRAMES
PRICE	\$99.95
DEVELOPER	KONAMI
SEE IT ON DVD	
/ Old skool gaming / With a touch of hardness / Well, more than a touch... / More an anvil to the head	

NOTHING, THEN BLACK, THEN red. Oh... blood. What have we done? It's on the walls. Slow movement in the fattening splashes, everything else is still. Sound fading back. Corpses. Foley's leg shouldn't be that way. White jagged... is that bone? Fuzzy... we were... we were... a moaning, over there. Under the burning desks. The sputtering of fat. Quiet again. A rage so large it went black – we were... sirens. What were we doing? Rage! We were... oh! We were playing *Contra: Shattered Soldier*.

What did you think? Of course we were. And it made us angry. It made us damage things.



HAVE IT Using the right weapon is absolutely vital.

Cutlack put a dent in his forehead with his own pad – "Jesus" he wailed, "Jesus Christ!" and he really meant it. It should be called that: *Contra: Jesus Christ!* It's hard, you see. Very, hard, very to the power of ten. But it's good. Hard, but good. We hate it. Give us another go.

Contra: Shattered Soldier is a PS2 update of an ancient arcade classic, and it's hard to see it gaining wide acceptance. It harks relentlessly and unapologetically back to the days when games were not only nails as a matter of course, but to the days when each go required another coin be spent. This presumably explains the ethos behind much of the game, as battles with



LOAD OF BALLISTICS Scenarios are pleasingly absurd.

many of *Contra's* terrifyingly prolific enemies require foreknowledge that can only come from having died under them in a previous encounter. Only luck gets you through the first time, but even a troupe of horseshoe-wearing black cats clanking in front of a gypsy selling lucky heather couldn't fluke their way through all of this. Not even through one level.

EMBRACE THE RAGE

This in itself wouldn't be totally disheartening if the saves weren't so meagre. Bill Rizer (that's you) might be the archetype of the hardened action hero – that's right, you're saving the world – but he clearly believes the best form of defence is attack. Because that's all he's got. One hit sends Bill to the floor, and you've only got two chances as the third one kills you. After that you get a continue, but there are only three continues before it's game over. That means you can take a total of eight hits in the entire level. To put this in perspective, it's possible to complete levels in *Medal of Honor Frontline* having taken 150 hits, and that's still considered quite a challenging game. And you never get squashed by falling skinless filth pigs, either. Trust us.

Fortunately the difficulty level is adjustable, although it doesn't affect what actually happens.

1P=01

Hit Rate 000 %



MOTORCYCLISTS Always be aware of submarine attacks.



COMING OUT OF THE GODDAM WALLS
At least, it feels like it. It's HECTIC.

It just give you more chances, so on 'Easy' you get nine hits per life and 99 continues. You'll need them. But while it's insanely hard, it's anything but complicated. Rizer carries the maximum three weapons from the beginning, and there's no need to find ammo at any point. It's unlimited. There's a flamethrower, machine gun and grenade launcher, and each weapon has a cunning alternate fire. The machine gun launches a spinning, bullet-spitting ball into the air, for instance, but as with all the more powerful attacks, it takes some time to power up. This leaves you more open to attack (look for the little flash of light at the muzzle that signals its readiness) so it needs a bit of care. Using the right mode of the right gun is absolutely key to beating *Contra: Shattered Soldier*. You've got to give it some thought. It won't help if you hurl the pad through the TV screen and out the other side, you know. No it won't. We tried.

WHY WON'T YOU JUST DIE?

What you get at the end of all this – apart from the almost absurdly serene sense of achievement – is a rating. Yes, the rewards are as minimalist as the rest of the game, although you also unlock the final levels and see the game's predictably daft ending. The rating goes from C

(rubbish) to S (unhealthily good), and relies on all kinds of troublesome things, such as how many continues you needed, how many times you died and the state of your Hit Rate. In addition to how many bullets your enemies took, this percentage takes into account the amount of scenery you destroyed. Basically you must kill or break everything possible without wasting shots, which encourages you to leave the machine gun alone straight away. A reason not to use one of the most effective weapons... great. As if it wasn't hard enough!

So this really is appealing to old-school, hardcore gamers. Animations and movements seem deliberately retro, while the visuals are decent rather than amazing. It's just enough to get the job done, and that job is to throw as much chaos at you as your twitching, flickering eyes can handle. Learn the patterns, hone your reactions and you'll have a blast. Once you've got the dying out of your system, anyway.

But unless you're the reincarnation of Mother Theresa, surround yourself with joss sticks and regularly meditate yourself into a trance of calm – yes, we said meditate – as it's going to make you irate. Very, very angry indeed. Blackout angry. It's all the rage, you know.

/ STEVEN WILLIAMS

/ IT WON'T HELP IF YOU HURL THE PAD THROUGH THE TV SCREEN AND OUT THE OTHER SIDE, YOU KNOW /

NO FAIR!

YOU'RE GOING TO DIE, AND IT WON'T ALWAYS BE YOUR FAULT

This will happen to you. Don't doubt it. You've fought manfully through the hordes and a large robot falls from the sky. This must be the end of level boss! You're trapped in one screen with just a few metres of spare space. You start to fight. Then, slightly surprisingly, a giant skinless filth pig plummets from the sky and crushes everything on 95 percent of the available area.

It starts vomiting, burping and flinging snot, but you don't care about all that, because you're dead. Flattened, post-us-to-the-cemetery thin. Your mouth hangs open, but there are no words. What the hell were the two of them doing in the air in the first place? In the arcades of old, moments like these inevitably signalled the insertion of another 40c. It was necessary. At home, on your PS2, it's certainly not.



I CAN TAKE HIM It's like Robot Wars. But bigger, obviously.



HOLD ON Didn't expect that. This helps, right? It's crushed!



FAKED We avoided it... because we knew it was coming.

VERDICT

PSW

UPPERS

- Short but massive challenge
- Proper hard
- Based on an arcade classic
- Will make you whimper

DOWNERS

- Absurdly difficult
- Graphically only middling
- Can be massively unfair
- Younger gamers won't get it

GRAPHICS - Smooth but uninspiring to look at

6

SOUND - Raucous and rather nasty

6

LIFESPAN - 2.5 secs if impatient, 2.5 years if calm

7

OVERALL SCORE

At times, it seems designed to swallow another coin, which will make it a little too retro for many. A select few will relish its surprisingly deep take on objectives, however.

7



LEAP OF FAITH Keep saying it and you might just make it.



TRICK TROUBLE Give yourself plenty of time to straighten up.



LOOK MUM NO HANDS Steer clear of rivals to avoid being kicked.

ATV 2 QUAD POWER RACING



TYPE	DRIVING
PLAYERS	1-2
OUT	NOW
PUBLISHER	ACCLAIM
PRICE	\$99.95
DEVELOPER	CLIMAX
SEE IT ON DVD	
/ It's the sequel to ATV	
/ No, not that ATV...	
/ It's another one...	

IN THE PAST IT'S BEEN ONE OF THE BIGGEST CAUSES OF LATE NIGHTS AND MISSED DEADLINES. CAN THE HUMBLE ATV WEAVE ITS WICKED MAGIC ONCE AGAIN?

LET'S CLEAR UP ANY CONFUSION

right from the off. This is not the sequel to one of our all-time favourite multiplayer classics, *ATV Off Road*. That one's in development right now, to the dismay of partners anticipating more of those late nights at the office that inexplicably arose round about the time of the first game. *ATV 2 Quad Power Racing* on the other hand, is the sequel to a long forgotten PSone game. Without a notable heritage and up against *ATV Off Road*, it's got quite a job on its hands to win us over.

Our first dabble with the multiplayer arena and straight away things aren't looking good. For a start there's no four-player mode. Two of us have to sit around twiddling our thumbs while the other two look bored by the experience. Four people swearing, crying and using every dirty trick imaginable to take out their competitors is what makes a multiplayer classic. *ATV 2* fails to incite any of this cut-throat raucousness with its unengaging one-on-one action.

It's definitely not one to dig out when your mates are around. With a considerable amount of

skill required to career your machine around the deviously designed tracks, it's rare to find a race where two players are evenly matched throughout. Most of the time is spent miles behind or ahead of your opponent, making the multiplayer offering a disappointingly lonely experience. However, the similar *ATV Off Road* was seriously lightweight in the single-player department so there's still a vacancy on PS2 for a fine solo quad bike experience, and that's exactly where this excels.

The vehicles handle beautifully, sliding wide

KIK START THE FUN

Challenge mode is split into two categories, ground and tower. The ground tricks range from wheeling your machine from one end of a course to the other, making it over successive ramps without ever letting the front wheels touch the ground, to weaving in and out of cones at stupid speeds. However, our clear favourites are the tower challenges. Here you have to make it to the top of a huge tower as quickly as possible via platforms no bigger than the width of your machine, all with steep inclines and drops, sharp turns and some evil uneven surfaces with sheer drops on either side. It doesn't quite make up for the poor multiplayer element, but it's a novel addition to the game nevertheless.

THE CHALLENGE MODE IS DEVILISHLY ADDICTIVE.





on tight bends, bouncing around unpredictably on landing and even allowing you to perform two-wheeled feats of stunting flashiness with a bit of subtle stickwork. It's what makes these off-road games a completely unique driving experience. It's not just you against five other racers. It's you against every solid tree, sloping camber, steep bank, and soggy ditch. A certain victory can be transformed into an embarrassing defeat in an instant with just one bit of over-eager cornering or a single mis-timed jump.

As if your mud-caked brain hasn't already got enough to contend with, the developer has also injected *ATV 2* with a heavy dose of stunter. Pulling off tricks every time you grab some air increases your boost meter, which can then be used to catch up with the leaders or eke out a race-winning margin. Feats of insane aerial lunacy can be achieved with a few simple button presses. It's a lot more straightforward than games like *Tony Hawk* but that's no bad thing. Your powers will be stretched to the limit simply trying to stay on track, keep the other racers behind you, and not land on your head after an over-exuberant nac-nac lazy boy combo.

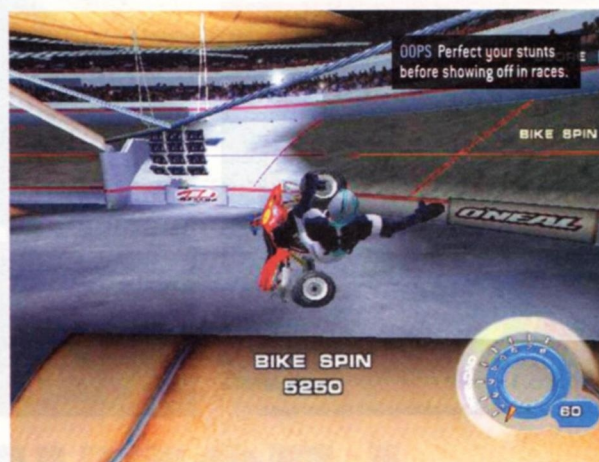
The boost meter will fill more quickly if you string tricks together into combos. The secret is knowing which jumps will give you enough air time and not being tempted to go for something elaborate and then painfully hit the ground mid-

stunt. The combination of aggressive racing – rivals try to kick you off your machine on the harder difficulty settings – stunting temptation and demanding terrain works beautifully, keeping each race interesting.

ATV TIMES

The importance *ATV 2* places on stunts can be seen in the excellent career mode. As well as rewarding race wins with points, your trickery also contributes to your overall score. Even if you come third or fourth you can boost your Championship tally by pulling off more tricks than the rest of the pack. As the season progresses you get the opportunity to unlock better machines, more elaborate tricks, new courses and more advanced championships.

The entire single-player career is a considerable challenge, especially with the tracks offering some devious routes and tricky sections. The five different settings on which all of the tracks are based offer a variety of muddy, sandy, and snowy surfaces to master. With branching routes, huge jumps, awkwardly positioned features and some totally blinding bouts of sun glare, they're quite a bit more than your usual generic mucky playgrounds. They also look pretty nice too. The riders are smartly animated with successful combos eliciting a brash celebration and our favourite bra-wearing rider



/ RIVALS TRY TO KICK YOU OFF YOUR MACHINE ON THE HARDER DIFFICULTY SETTINGS /



COOL NERVE The fabulous challenge mode is just like Kik Start.

indulging in a bit of arse scratching while she waits for the green lights at the start.

Work your way through all of this and you've still got the excellent Challenge modes to contend with (see panel). As you can see, the single-player game more than makes up for *ATV 2*'s lightweight multiplayer disappointments. It's crammed full of features to unlock, new skills and abilities, and miles of genuine, frenzied fun. If you're after something dirty to entertain you on those lonely nights in, *ATV 2 Quad Power Racing* is a deliciously filthy little mover.

/ MIKEY FOLEY

VERDICT		PSW
UPPERS	DOWNERS	
- Nice track design	- No four player	
- Challenge mode	- Poor two player	
- Great handling	- Rubbish for social occasions	
- Arse scratching	- Quite basic tricks	
GRAPHICS	- Nice course variety	7
SOUND	- No licensed music tracks	7
LIFESPAN	- Vast range of races and challenges	8
OVERALL SCORE		8
Definitely the best single player ATV experience on PS2. Just don't expect it to provide the same levels of entertainment when your mates pop round.		



NOW COUGH The coldness of their hands shocked Andre.



O-FENCE-IVE Cage matches continue until the door opens.



GET IN THE RING The audience love it when you get down.

LEGENDS OF WRESTLING II

YOU KNOW THEY USED TO WRESTLE WITHOUT BARB WIRE-WRAPPED CHAIRS? YEAH, REALLY!

TYPE	WRESTLING
PLAYERS	1-4
OUT	NOW
PUBLISHER	ACCLAIM
PRICE	\$99.95
DEVELOPER	ACCLAIM
SEE IT ON DVD	
- Old timers resurrected - Big Daddy - Giant Haystacks - The Hulkster	

IT'S EASY TO BELIEVE THAT

wrestling leapt into existence with the WWF/WWE/WWwhatever they're called now, such is the all-pervading dominance of the panda-loving association. Go back 25 years and you'll find wrestling wasn't always about blonde, buff, blue-eyed American boys; it was truly international and truly disturbing. The true heroes of it all were slightly unsettling – not for them the outrageous showmanship and spandex glamour of modern wrestling, oh no. Big Daddy in particular presented a formidable form, but it was scary in

the way unlicensed minicab drivers are to women. His all-embracing leotard was almost certainly made from the same saggy, unpleasantly off-white material as pants. His name was Shirley. How we all quivered.

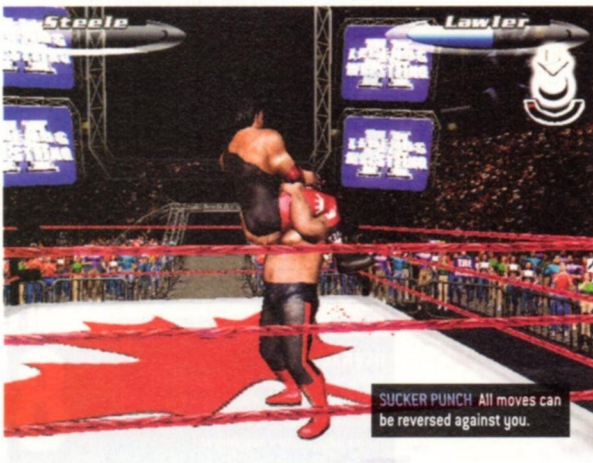
And now we can quiver again, as no fewer than four (count 'em) of the best British wrestlers from the 1970s – 80s (how's that for niche) appear in this mostly US-slanted sequel. Mick McManus, Kendo Nagasaki, Big Daddy and the equally generously proportioned Giant Haystacks now join ancient American has-beens... sorry, golden era fighters like Hulk Hogan and Randy 'Macho Man' Savage. These are all their real names given proudly to them by their mothers. Truth or lie? Lie. And no, Kendo Nagasaki doesn't sound very British, but we're reliably informed he fought for Queen and country.

YOU DO LOOK FAMILIAR

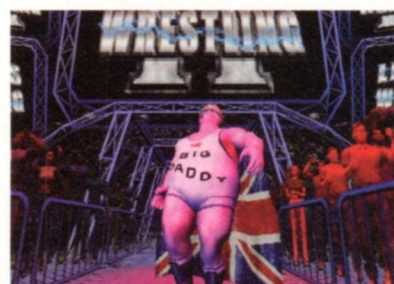
They look pretty good too – or at least, their recreations do. Fighters even have facial damage, although sadly compound fractures don't make an appearance. By all rights they should, as the many moves of each fighter look painful almost to the extreme. Oddly, while the wrestlers are authentic and their signature moves faithfully recreated, they seem to have brought back extra moves from the future. Only the most stricken of purists could possibly object to grapples from The Rock and co, as these are essentially extra topping on the pie. You can't complain about a

few free attacks. No you can't! So, if these people weren't dropped on their heads as babies, which we find extremely hard to believe, they're certainly going to be now. Spraying blood adds impact and pleases the crowd – and the career mode is about more than just winning. To succeed you follow the instructions of your manager, working through the various regional series to become world champion. World champion of America, that is.

But simply beating the other guy isn't enough. Only variety and outrageous antics gets the crowd going, which forces you to master the controls rather than button bash. Just pulling off the same few moves may win you the match, but it won't win you any fans – bleeding like a halal pig, fighting outside the ring, inflicting major damage with a single move, and using loads of holds all give you useful bonuses. It's also simple



SUCKER PUNCH All moves can be reversed against you.



OLD AND FAT Well, he is. Or is he dead now? Fat and dead, then.



THAT'S INCREDIBLE, HULK
Mr Hogan's always a fave.

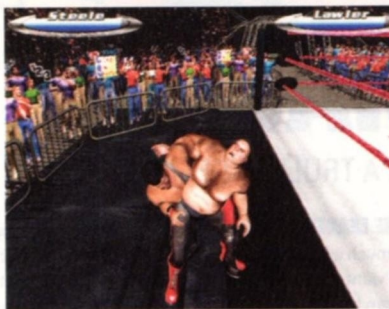


GANG BANG Four-way fights provide much chuckling.

to climb beyond the ropes – presuming you haven't been thrown out already – and, once at the side, to reach down and produce a weapon from beneath the ring. These include lengths of wood, crutches and even metal trash cans (shouldn't they be using green wheelie bins by now?), and certainly add spice to the proceedings. They don't make you invincible, though, as your opponents can easily wrestle them off you. It's embarrassing being hammered to the floor with your own bin. In fact, it's one of life's pivotal moments.

Meanwhile, repeating moves and not

/ IT'S NOT NICE BEING HAMMERED TO THE FLOOR WITH YOUR OWN BIN. IN FACT, IT'S ONE OF LIFE'S PIVOTAL MOMENTS /



NO COMMENT We wouldn't like to say what's going on here.

reversing enough attacks loses you points. The system with which you achieve the latter is known as ISP, and essentially requires you to hit the X button when a fast moving blip crosses a target. This appears just below your health bar when your opponent gets hold of you, and fast reactions – very fast – allow you to break his grip and get in an attack of your own. You really have to be prepared for it, and some computer-controlled players can do it with unnerving regularity. Most of the time they're pretty fair opponents, although they do tend to fight among themselves during three and four-way dances, leaving you standing there in the corner like a gooseberry, politely trying to butt in on the action, only to be rebuffed.

WOULD YOU PLAY WITH ME?

Of course, you can solve this by turning to the multiplayer mode, and there's the expected slew of options to keep you entertained. Players can fight alone or in tag teams in ladder matches, 'Battle Royal' events with between 15 and 30 fighters, cage matches, and three or four-way battles in addition to the basic 'versus' mode. Naturally *Legends of Wrestling II* also includes the seemingly mandatory options to create your own wrestler, but here the game's annoying loading times really spoil things. There's a pause just long enough to be irritating before each change appears on screen, and even when it gets there it's not really worth it. The old-school

"ME WRESTLER, ME BIG AND STRONG"

LISTEN TO YOUR HEROES SPEAK! SOMETIMES IN SENTENCES!

Legends of Wrestling II has one of the more interesting extras we've seen – no, developer-types, we don't consider the ending credits a worthy present, we consider them a chance to go for a slash and put the kettle on – and this interesting extra is a section of interviews. There's an impressive total of 18 chats as the likes of Hulk Hogan (keen to tell you how hard it was for him), Eddie Guerrero and Jim Duggan hold forth on all matters grappling. Sadly the new additions – the famous British contingent – don't feature. Boo! Hiss! It's a fix!

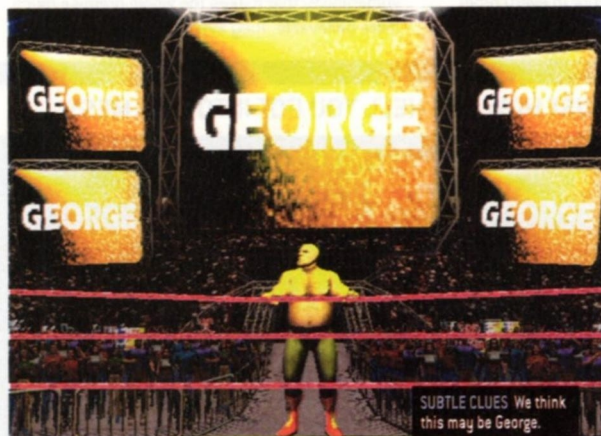


OUCH The first male birth was a protracted and painful affair.

wrestlers might have a kitsch appeal of their own, but their individual building blocks are dull. There's nothing like the flamboyance we'd like to see. Elsewhere loading pauses poke sticks in your spokes after character selection and entrance sequences – sequences which only show up the pathetic, flat crowd.

At heart, *Legends of Wrestling 2* is really only going to appeal to those in love with this period, as it's not special enough to drag you away from the WWF / WWE games. It's also largely the same as the original, so really it's down to whether you simply *must* be Big Daddy, Mick McManus, Kendo Nagasaki or Giant Haystacks. Or not.

/ STEVEN WILLIAMS



VERDICT

PSW

UPPERS

- Classic British wrestlers
- Loads of fight variations
- Use weapons
- Interviews with the stars

DOWNERS

- Not as good as *SmackDown!*
- Rather boring creation mode
- Annoying loading pauses
- No interviews with Brit stars

GRAPHICS - Good wrestlers, risible crowd

7

SOUND - Predictably terrible squealing music

5

LIFESPAN - Decent career mode and multiplayer

7

OVERALL SCORE

It's incredibly niche and functions rather than sparkles. Unless you love this period, you're still better off with the Technicolour stupidity of the *SmackDown!* games.

6



FLAME IN HELL. And we thought volcanoes were just full of lava.



PRIMAL

IS THE WAIT FOR A TRULY EXCELLENT ACTION ADVENTURE FINALLY OVER?

TYPE	ACTION ADVENTURE
PLAYERS	1
OUT	APRIL
PUBLISHER	SONY
PRICE	\$99.95
DEVELOPER	SONY
SEE IT ON DVD	
/ Gargoylesidekick / Four beautiful realms / Numerous puzzles	

THE PS2 IS THE LEADER OF ITS

field in pretty much every gaming discipline. You want the best driving game money can buy? Snap up a copy of *Gran Turismo 3*. Prefer a more arcadey experience? You can't get better than *Burnout 2*. If shooting your mates is your thing you simply have to own *TimeSplitters 2*. Got no mates? There isn't a more atmospheric single player shooter than *Medal of Honor Frontline*. Stealth? *Metal Gear Solid 2*. Footy? *PES2*. Action adventure? Dust off your old copy of PSone *Tomb Raider* and try not to be too offended by the blocky mess defiling your screen.

In the seven years since Lara first bounced onto our screens nothing, except for her first sequel, has matched the genius of *Tomb Raider's* level design or its compulsive challenge. *Soul Reaver 2*, *Drakan*, *Shadowman: 2nd Coming*, *Blood Omen 2* have all come and gone with superior visuals failing to mask a dearth of

innovation. More than two years into the PS2's life it's ridiculous that action adventurers are having to live in the past to get any satisfaction from their fighting and exploring. We're desperate for a game that can proudly hold its head high among the *GT3's*, *PES2's* and *Medal of Honor's* on PS2. This is why we've invested such high hopes in the one game that has kept our spirits up over recent barren months.

LARA WHOP?

Ever since we got our first glimpse of *Primal* we've been praying that it lives up to its immense potential. Apart from Lara's PS2 offering, which has recently slipped into the depths of development hell, it's the one game that offers genuine imagination and originality. Action adventurers need it. The PS2 needs it. Fans of outsize breasts are probably desperate for it too.

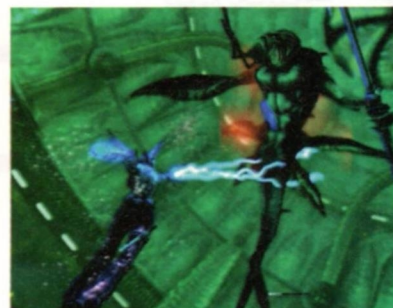
What makes *Primal* superior to every other action adventure on PS2 is that it isn't just a



MS WHIPLASH It's every man's dream come true.



MORTAL WHO? Eat your heart out Kombat or just tear it in two.



TENTACLE Underwater battles take place on a 3D plane

combat laden journey of exploration and cunning conundrum solving. It's much more than that. From the opening movie it's immediately obvious that *Primal* has a story to tell. Not just some contrived tale to link all of the beast-bashing and lever-pulling together but something genuinely watchable, expertly plotted and intriguingly unpredictable.

Featuring the voices of seasoned Hollywood pros, the movie segments are skilfully scripted with subtly humorous banter between the two lead characters making each scene believably entertaining. You won't find any of *The Getaway's* insulting clichés or *Final Fantasy*-esque twee childishness here. Jen doesn't even fall into the usual female stereotypes. She's reasonably proportioned without the need for a cast iron spine to support any mountainous assets. Despite her feisty quips she possesses a vulnerability that makes the whole premise much more believable. They even manage to instill an

WELCOME TO THE UNDERWORLD

LET US EXPLAIN JUST HOW THE HELL YOU GOT INTO THIS MESS.



IT ALL BEGINS AT A SMALL VENUE ROCK CONCERT.



JEN'S BOYFRIEND LEWIS WARBLER AWAY ON STAGE.



A STRANGE CHARACTER APPEARS IN THE AUDIENCE.



STARTLED BY THE WEIRD BLOKE LEWIS WANTS TO LEAVE.



JENLY DOES IT Some people would pay loads to receive this kind of leather clad pain.



WHERE'S THE CHANGING ROOM GONE? Switching forms is a visually arresting experience.

ugly gargoyle – Jen's sidekick Scree – with certain intelligence and sensitivity that makes you care about the pair's plight.

REALITY BYTES

It's also refreshing to see the makers opt for scenes without any subtitles. When you've gone to so much effort and expense to make each movie look and sound so impressive there's no need to have your attention hijacked by lines of text. You can turn subtitles on at the options menu, but there really isn't any need when it's all done as professionally as this.

Despite what you can see in the screenshots *Primal* isn't a work of pure fantasy. It's grounded in reality with Jen (your female lead) watching her boyfriend's rock band perform at the start of the game (see 'Welcome to the Underworld' panel). When her bloke Lewis is attacked on their way home, Jen is left for dead and wakes up in a critical condition in hospital. Well, it's actually her

/ PRIMAL'S UNEXPECTED TWISTS AND ARRAY OF SAGA'S LEND YOUR ACTIONS SUBSTANCE AND PURPOSE /

astral form that is awoken by the aforementioned gargoyle Scree.

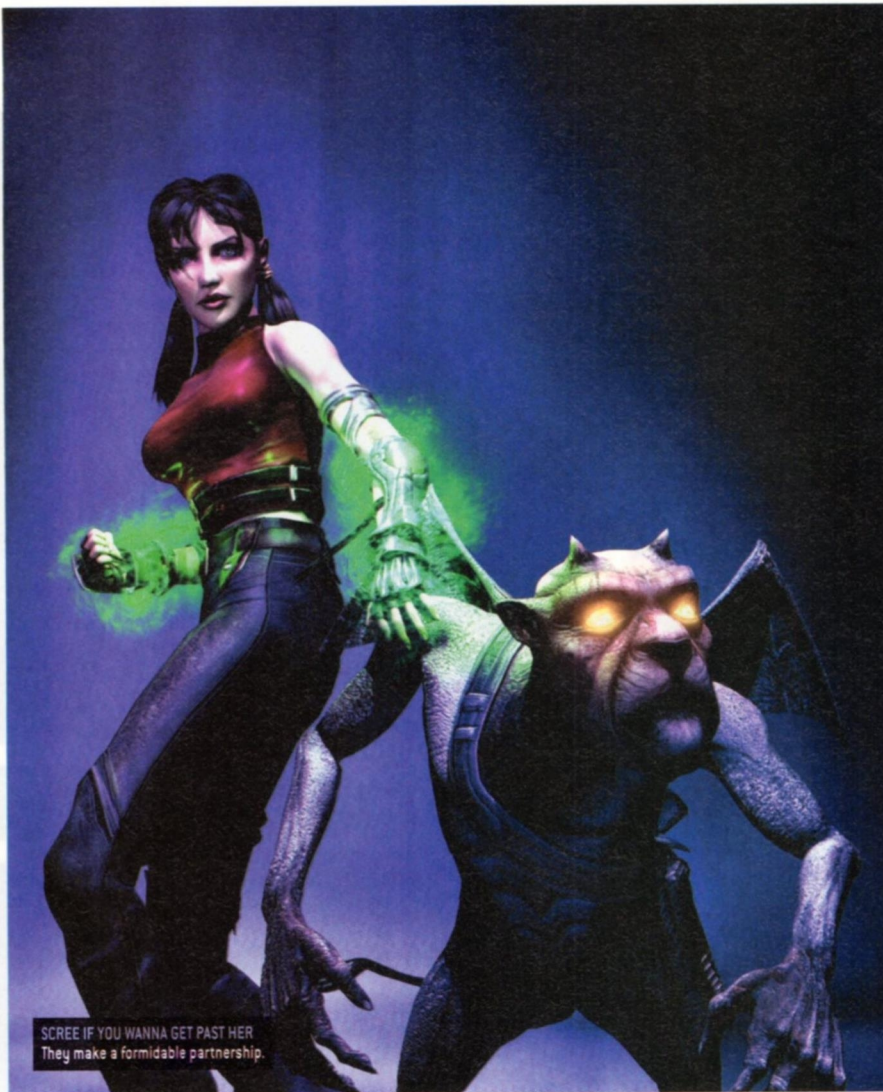
Lewis's abduction is linked to criminal goings on in the world of Chronos. With the balance between chaos and order being thrown into disarray it's up to Jen to restore order before the trouble in Chronos spills over into the real world. Fail and Jen's body will pass away on that hospital bed. It all sounds a bit corny and rather confusing doesn't it? Don't worry, the game gently eases you into things and it's all skilfully paced. The actual tale is also much better than the premise would suggest.

Restoring order in Chronos takes you to four different realms. Each one has its own tale to tell and they don't just involve the usual power crazed megalomaniacs with dastardly plans. With unexpected twists and bizarrely unique characters, *Primal* offers the player an array of fascinating sagas that lend your actions substance and purpose.

The contrast between each realm also helps to keep *Primal* fresh and captivating from start to finish. Each world is stuck in a fixed time with the world of Aquis bathed in a perpetual sunset glow; Solum blasted by the ravages of a fierce winter snow; and Aetha sodden by constant rain and Volca lying within a dormant volcano. From picking your way through the rubble of collapsed cities in Solum to plummeting through the depths of Aquis' underwater locales, the starkly contrasting settings require you to rethink your approach upon entering each new area.

KEEP IT IN THE FAMILY

However, the biggest contrast lies in the people and creatures who inhabit each realm. Some prove to be far more hostile than others and then there are those who are just plain bizarre. Some of the story scenes featuring the Countess and her daughter – set in the beautifully decadent mountain top palaces of Aetha – would be



SCREE IF YOU WANNA GET PAST HER
They make a formidable partnership.



THE FREAK DECIDES TO RIP THE BOUNCER'S HEAD OFF.



JEN LEGS IT THINKING HE'S A FLASHER AS HE DISROBES.



THE HIDEOUS CREATURE TAKES A LIKING TO LEWIS.



JEN IS LEFT FOR DEAD IN A COMA, OR IS SHE?



touching if they weren't so bitterly evil. For Jen this contrast in enemy means having to adapt her fighting style to overcome each of the numerous creatures standing in her way.

Upon entering Chronos Jen is given a pair of gauntlets. These enable her to defend herself when she comes under attack. With combat manoeuvres assigned to the four shoulder buttons it's incredibly intuitive and doesn't take long to master. By linking button presses together, lethal combos can be unleashed and deadly assaults can be blocked. It's a system that injects depth and skill into the battles, making it much more involving than the mindless auto lock shooting of the *Tomb Raider* games. At times it can degenerate into a bit of a button-bashing frenzy and some moves can seem to take an age to trigger, but overall it's a

/ COMBAT IS INTEGRAL TO YOUR PROGRESS AND THE GRUESOME FINISHING MOVES ARE ENDLESSLY GRATIFYING /

decent enough system that makes combat just as integral to your progress as solving puzzles. And the gruesome finishing moves are endlessly gratifying.

In each realm Jen's gauntlets alter, forcing the player to change their style of combat. Initially you're bestowed with sharp claws to fend off the powerful Fera beasts of Solum in close combat. Upon diving into the waters of Aquis your gauntlets now have energy tentacles emanating from them, enabling you to attack from a greater distance in a squid-like fashion, while in Aetha they transform into energy whips. It's a clever device that keeps the combat interesting throughout and challenges the player to subtly adapt their skills in each area.

PRIMAL SCREEN

When you're not hacking, whipping and slicing you've got some of the most gorgeous locations on PS2 to traverse through. That's gorgeous in the sense of being graphically delicious while retaining a darkly sinister feel throughout. *Primal* is easily one of the most striking games on PS2.



STEP INTO THE LIGHT When Jen's mist descends it usually of the green variety.



STRIKE A POSE Must be that time of the month.



LIFE SAVERS Somebody's been watching Episode II.



WATERWORLD Top heavy buoyancy as standard.



TIME PORTAL Loading times are cleverly disguised.

From the believable worlds and stunning weather effects, to the remarkable character models and retina-seducing battle effects, the game is a visual feast. Remarkable attention has been paid to the smallest of details. And yes, for all those lonely single men out there, those knockers really do bounce. Eat your heart out lifeless Lara.

It's in the less aggressive, more thoughtful sections of the game that Scree, your gargoyle friend, plays a more significant role. Numerous puzzles centre around using the combined talents of both characters to progress. Scree can climb stone walls, possess other stone statues and even turn himself to solid stone. A feat that comes in pretty handy in the water world of Aquis where Jen can only breathe in water and Scree can't swim. Steering both of them through to safety without choking Jen to death or leaving poor Scree behind is a puzzle in itself, until you remember that stone sinks.

Throughout, the puzzles always seem fair with sensible solutions that simply require a bit of thought to overcome. If you ever get hopelessly stuck you can always ask Scree. He usually



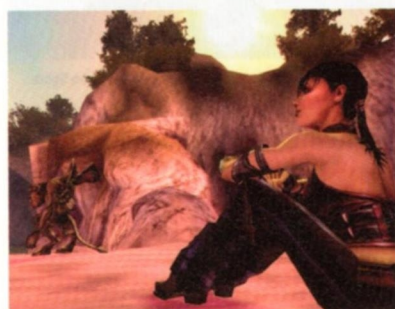
PICTURE OF INNOCENCE Don't be fooled by the pretty face.



THE KILLER PURPLE Girl fights have never been so much fun.



FISHING FOR ANSWERS Surely electricity and water isn't a good combination.



TIME TO PONDER Some of the puzzles require serious thought.



JUMP START When your energy's low drain some from Scree.



STONE COLD STUNNER Poor old Scree takes a back seat while Jen grabs all the attention.

advises with a handy hint. He also helps out by acting as a battery for Jen. When her power is low she can drain energy from Scree. Energy that is gained by finding special stones and absorbing their force. It's yet another element that gives you something else to consider and helps to involve the player in Jen and Scree's plight. Don't make the mistake of thinking of Scree as a Dexter-esque sidekick. His role is just as important as Jen's and you'll find yourself regularly switching between characters (something you can do at any point during the game) to make the most of their unique skills.

LOADED WITH INNOVATION

There isn't a single facet of this game that hasn't been lavished with immense care and invention. Loading times between different areas are

cleverly disguised with an animated warp portal that fools you into thinking you're still playing the game while the new section loads. Controls are kept to an unconfusing minimum courtesy of the context-sensitive nature of the game which recognises steps that need to be climbed, jumps that need to be leapt and objects that need to be utilised. Thus there are no clumsy, finger-twisting, commands, just one multi purpose action button. There isn't even the need for any on screen icons so that your view remains uncluttered throughout.

The one area that contributes to *Primal's* succulent atmosphere more than any other is its glorious use of sound. A professionally recorded orchestral score accompanies your every action, setting the scene just as effectively as the stunning visuals. Matching the feel of each

location and set of circumstances you find yourself in, it toys with your emotions before shocking you with a startling transformation to rock music every time combat ensues. This stark contrast between music styles is tremendously effective in jarring you from your melodic wanderings into battle readiness. From the first class voice acting to its rousing soundtrack *Primal* is a lavish aural banquet. Even Jen's groans and grunts manage to be far more orgasmically arousing than a certain Ms Croft's.

Finally the wait is over. PS2 has an action adventure to be proud of. A game that eggs you on through pure enjoyment. Expertly crafted and magnificently realised, *Primal* is the kind of game you can lose yourself in for hours and feel nothing but utter satisfaction at the end of it all. Let's just hope we don't have to wait another seven years for a similar leap forward in the world of action adventuring.

/ MIKEY FOLEY



GIANT SCRAP Scree's statue possessing comes in handy.

VERDICT

PSW

UPPERS

- Imaginative boss battles
- No loading times
- Intuitive controls
- First rate speech

DOWNERS

- Slightly repetitive combat
- Confusing wall climbing
- Very dark
- Hard rock music?

GRAPHICS - Never less than absolutely gorgeous

9

SOUND - Superbly atmospheric orchestral score

9

LIFESPAN - Four huge worlds to explore

8

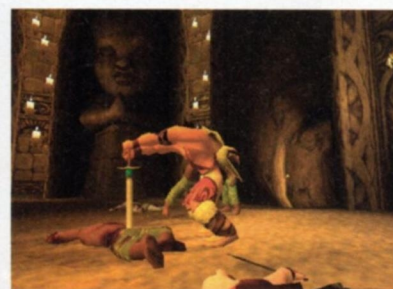
OVERALL SCORE

Stunning looks, classy combat, a compelling tale and cunning challenges make this a superb action adventure that'll have you muttering "Lara who?" when it's all over.

8



FIERCE KRI-TURES
Learn complex combat
in training mode.



SWORDED AFFAIR Scraps must be planned well in advance.



HEADS YOU LOSE You'll need a skillful approach to the fights.

THE MARK OF KRI

MEDIEVAL HERO'S BARBARIC DEMON SLAYING RESULTS
IN AN UNFORTUNATE HUE OF JOCKSTRAP.

TYPE	ACTION ADVENTURE
PLAYERS	1
OUT	NOW
PUBLISHER	SONY
PRICE	\$99.95
DEVELOPER	SAN DIEGO
SEE IT ON DVD	
/ Magical bird vision / Free-roaming forests / Spine-stabbing combos / A bar with no booze	

SINCE LARA CROFT APPEARED, IT

has been rare to see an action adventure arrive without a silicon-injected heroine. *The Mark of Kri* takes us back to a time when action heroes were exclusively male, and they don't come much more masculine than main character Rau – a barbarian who owns a huge, broad sword and has the peculiar ability to see through the eyes of his pet bird Kuzo.

The Mark of Kri is an action adventure which, although beautiful, looks much like any other medieval hack and slash quest. But a couple of minutes into the game and you realise that it isn't a standard button-bashing adventure. Try to chance your luck and attack enemies by stabbing random buttons and Rau will be beaten to a pulp. Instead, you'll need to take a more skillful approach. The right analogue stick can be pointed towards enemies, and each foe is

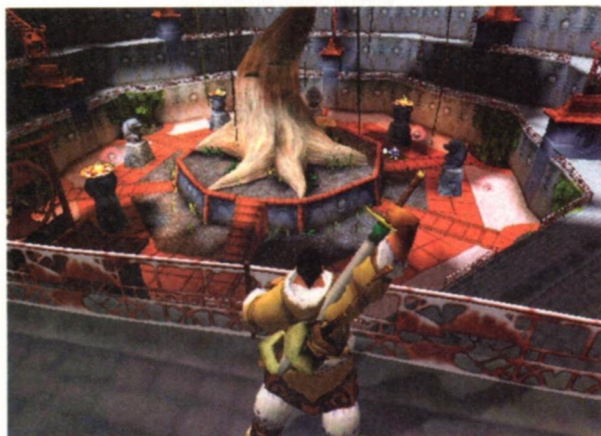
assigned a different button whose corresponding symbol appears above his head. Hit the appropriate buttons simultaneously and you can attack multiple targets. Combat is complex, so complex, in fact, that a training mode is essential to learn how to kill anyone. Luckily, training missions are available throughout the game at your local bar – a convenient base to mastermind your plans with fellow characters rather than simply getting inebriated.

During missions, Rau can use his bird friend Kuzo to see what lies ahead. Let fly your feathered friend deep into a level and you can

switch to his scope of vision to spot enemies and solve puzzles. It's slightly weird to look across a landscape and zoom in on your own character, but this device does highlight the puzzle element of *The Mark of Kri*. It's not possible to just wade in, swiping at ugly rivals like a battle scene from *Lord of The Rings*. When approaching trouble, scraps must be planned as an ambush and, when you don't use Kuzo, it's incredibly easy to take a wrong turn and end up butchered right under the beak of your feathered friend.

The Mark of Kri is a slow-paced adventure that will suit those prepared to sit and think before racing to the end of each level. The only real drawback is that it's arrived at precisely the same time as the highly regarded *Primal* (reviewed on page 70) which is quite a bit better. Still, if you prefer your action heroes with bulging biceps rather than bouncing breasts, *The Mark of Kri* still offers an absorbing quest for those with plenty of patience.

/ RICHARD MELVILLE



ROOT OF ALL EVIL Although pretty, Mark of Kri looks like any other medieval fighting quest game.



BARBARIAN CHOP QUARTET Each foe has his own symbol.



EAGLE MANIAC Take a bird's eye view through Kuzo's vision.

VERDICT

PSW

UPPERS

- Gorgeous forests
- Massive levels
- Added strategy elements
- Original combat system

DOWNERS

- Confusing camera views
- Stupid enemies
- Rau can't jump
- Bland loading screens

GRAPHICS - Beautiful levels demand to be explored

7

SOUND - Average voice overs but good effects

6

LIFESPAN - Patient players will be engaged for weeks

7

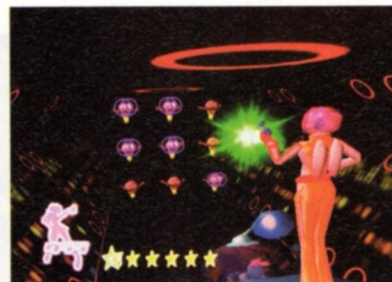
OVERALL SCORE

An action adventure for intellectuals with the patience to learn how to fight and become at one with a bird. Good looking, but the combat approach may alienate first time adventurers.

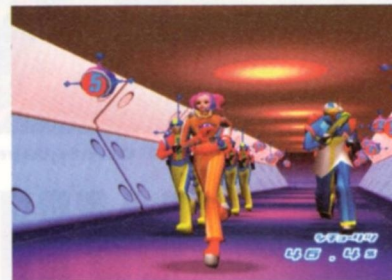
7



JACKSON FIVE
Michael (far left) kicks
it with his new group



SPACE INVADERS Ulala zaps the aliens with her mic.



SEND IN THE TROUPES We'll fight them on the dancefloor!

SPACE CHANNEL 5 PT 2

ULALA! ULALA'S BACK! BABY'S GOT BACK!



TYPE	RYTHM ACTION
PLAYERS	1-2
OUT	NOW
PUBLISHER	SONY
PRICE	\$99.95
DEVELOPER	SEGA

YOU'D THINK MOST PEOPLE WOULD

leap at the chance of assisting a PSW review, but quite surprisingly, it's not always so. On the very rare

occasion we have to bribe, cheat and lie our way into securing somebody onto Controller Number 2.

In this particular case, it was Housemate Glenn. At stake: access to my modest collection of PS2 titles that almost exclusively involve hacking, slashing, or skating over things. The cost: immediate co-operation with a PS2 title that lacks any hacking, slashing, or skating over things. At least, that was the backup plan.

To explain his trepidation, *Space Channel 5 Part 2* is a game where you play a female television reporter Ulala (space channel 5!), who is tasked with saving innocents. From dancing "silly", at the hands of an evil, dancing and singing, menace. By out-dancing and out-singing the evil dancing and singing menace. With the blessing and support of Space

President Peace — a leader prone to belting a number or two in the style of Tom Jones. No... say no more.

To the tune of funky dance beats, players respond to audio and visual cues by pressing one of six buttons on the PS2 controller [up, down, left, right, X and O] in the appropriate rhythm. Hit the mark, and Ulala responds with any number of Solid Gold dance moves, laser beams to enemy dancers, or "rescue rays" at innocents. Miss the beat a millisecond either way and Ulala bumbles a valuable rescue or the engagement of the evil dancer's minions. Worse still, Ulala loses the groove and flails about the place. And if there's anything that you develop quickly here, it's an appreciation for quality dance moves and a disdain for bad timing. The challenge rating of each dance-off rises quickly, and natural rhythm is rewarded with secrets and of course, story advancement. The real reward, however, is the spectacle itself — a flawlessly executed musical.

Those that master the main single player experience are then urged to explore the surprise pleasure that is two-player mode. While the main story arc is repeated in two-player mode, players must work co-operatively to progress: player one controls the directional dance responses, player

two, the X and O buttons. Lotsa fun, the question is: do you know how to co-ordinate?

Space Channel 5 Part 2 is similar enough that it won't estrange those that played *Part 1* on the Dreamcast those few years ago. And those who've never danced with Ulala before? Well, she's a real gas. Upon getting my two-cents with the two player mode, I was ready to let Housemate Glenn off the hook. His response as I approached the Reset button: "Not so fast..."

/ MARCH STEPNIK



JOURNALISTIC INTEGRITY If only all television news reporters dressed like that. Even the men.



PRETTY IN PINK Isn't she just the coolest game babe ever?

VERDICT		PSW
UPPERS	DOWNERS	
- Catchy	- Catchy	
- Camp	- Camp	
- Totally accessible	- Occasionally misses your button press — ugh!	
- Fun		
GRAPHICS	- Vibrant and constantly moving	9
SOUND	- Cheesy, yes. But oh so much fun	9
LIFESPAN	- Two player mode offers an excellent twist	6
OVERALL SCORE		8
A gloriously vibrant rhythm action spectacular. Housemate Glenn prefers it to <i>Baldur's Gate: Dark Alliance</i> — and that's saying something! U-la-la!		



CEL-OUT Although they look pretty, the battles are basic.



TOP HEAVY How to do cartoons: make things bigger (and smaller).

WILD ARMS 3

TAKE HISTORY AND THRUST IT INTO THE FUTURE. TAKE GEOGRAPHY AND SLIDE IT HALFWAY ROUND THE OTHER SIDE OF THE WORLD. THEN PUT IN SOME WIDE-EYED CARTOON CHAPS.

TYPE	RPG
PLAYERS	1
OUT	NOW
PUBLISHER	UBI SOFT
PRICE	\$99.95
DEVELOPER	SONY
SEE IT ON DVD	
/ Starched skirts / Cel-shaded animals / Turn-based shoot outs / Trains. Don't ask.	

WELCOME TO THE WILD, WILD

West. And when we say wild, we mean positively crazy. *Wild Arms 3* has all the makings of a traditional Japanese adventure, with cel-shaded heroes battling bizarre alien enemies. But rather than being set in a village or alternate universe, *Wild Arms 3* is set in a mad future vision of the wild west. There are horses, guns and plenty of "Yee-haws" but we just can't explain the presence of frog enemies with spiked teeth (not helped by the poor English translation) or the curious dungeons in the desert.



EQUINE STORIES The action is just plain confusing at times.

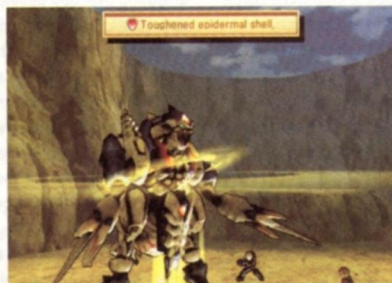
The problem is that the plot doesn't appeal and is just plain confusing – not an ideal start for any adventure. Past the plot, there isn't a great deal of originality on show either. Navigating dungeons, searching for mystical potions and blasting your way through tedious turn-based battles simply isn't entertaining. The massive splendour and branching plot lines of *Final Fantasy* won't be found anywhere in *Wild Arms 3*. The cute cel-shading works well and you can even play about with the camera angles, but ultimately this leads to you missing items that are essential for progress. Although you can choose to play as three characters from the very start, the chances are you'll be fast asleep before selecting a character due to the laborious intro. Honestly, who comes up with this stuff? A gun-slinging girl with parental problems takes on

monsters in the desert? We'd rather watch an episode of *Secret Life of Us*. It's that bad.

Bizarrely, random battles can be avoided if you manage to hit circle when a warning exclamation appears above your head. Venture into battle and it's guns and magic all the way, but the automated shoot-outs are no more entertaining than wandering around the sparse dungeons. Special battle scenes involve riding horses, but play feels like watching an extended cut-scene rather than getting to grips with an absorbing adventure. If your love of all things quirky and Japanese is particularly strong, *Wild Arms 3* is a genuine oddity which you can show off to like-minded friends who may have played the PSone prequels. And still live with their mum.

However, while *Wild Arms 3* could have been passed off as a novel adventure in 1996, times have changed and we expect more character, suspense and excitement in modern adventures. The Wild West setting should offer all these things, but playing *Wild Arms 3* is like holidaying in Ibiza in winter: everything looks pretty but there's not many people around and all the fun places are shut. Actually it's nothing like going to Ibiza at all, but you get the idea.

/ RICHARD MELVILLE



LONG ARM OF THE CLAW Those must be the 'wild arms' then.



CLAP-TRAP What's going on? Your guess is as good as ours.



VERDICT

PSW

UPPERS

- Lovely cel-shading
- Girls and guns
- Horses and guns
- Guns

DOWNERS

- Basic battles
- Stupidly insane plot
- Rubbish translation
- Weird western disco muzak

GRAPHICS - Not terrible but slightly confusing

5

SOUND - Western-themed disco beats

4

LIFESPAN - A challenger to *Final Fantasy* this ain't

4

OVERALL SCORE

Have we missed the point? Is *Wild Arms 3* a joke? The wild west setting will confuse you while the simple combat is boring. Combined, boredom and confusion will lead to anger.

4



COLLISION COURSE Hit a rival and he'll do everything to stop you trying to overtake.



WINNING STREAK Avoid contact and first place can be yours.

TOTAL IMMERSION RACING

THE FURY OF RACING BOILED DOWN TO THE BARE ESSENTIALS AND REPLAYED IN SLOW MOTION.

TYPE	RACING
PLAYERS	1-2
OUT	NOW
PUBLISHER	VIVENDI
PRICE	\$99.95
DEVELOPER	RAZORWORKS

YOU'RE ALREADY QUESTIONING

the peculiar title and obviously want to know what it means.

Congratulations, you've come to the right place. A quick perusal of the accompanying press release reveals all... Each driver on every real world track has a changeable attitude, displayed by an illuminated arrow hanging above his car. Red means he's angry and blue means he's confident. There are other colours, but they really don't matter. If you hit a driver marked with a red arrow, a high velocity game of push and shove commences as the angry competitor attempts to get his revenge. You see they're not just cars you're racing against – they're drivers with real emotions and feelings who get upset/angry/aroused by your actions on the track. Sounds great in theory, but we're just not overly keen on the way it's been implemented.

Aside from the rather strange 'emotion' arrows, there's nothing to really differentiate *TIR* from any other racing game. Real tracks and licensed cars we take for granted, so for a racing game to stand out from the pack it needs to be absorbing. Despite the claims of the title, *TIR* never really accomplishes this.

Beginning in Career mode, you're introduced to an array of fat, bearded managers who insult you if you lose and get excited if you manage to win, which is worryingly easy. The method of

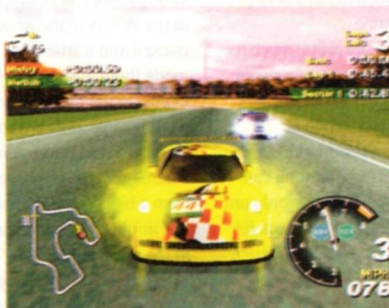
success is simple: avoid the troublemakers and watch them fight it out among themselves, while you go about your normal business. Your old mum might have given you the same advice on your first day of school, and battling enemy vehicles in *TIR* is every bit as fun as being pumelled by rotund playground bullies.

TIR strives to achieve the perfect handling and nerdy physics that made the recent *TOCA Race Driver* such a classic game for car fanatics, but can only muster a slipshod imitation of the benchmark circuit racer. It struggles to compete visually, too, lacking the jaw-dropping 'wow' factor of similar titles. And so we're left to ponder exactly what score to give *TIR*. It does nothing massively wrong and the emotion element is a neat innovation, but neither does it do too much to really impress. So we're going to opt for a slightly-better-than-average six out of ten, and hope that prettier graphics and a greater level of 'immersion' make their way into the sequel.

/ RICHARD MELVILLE



NICE ARSE The cars look great from the outside, but take a look inside and it's not good.



BRIGHT LIGHTS Ugly city. Marvel at the wealth of green grass.

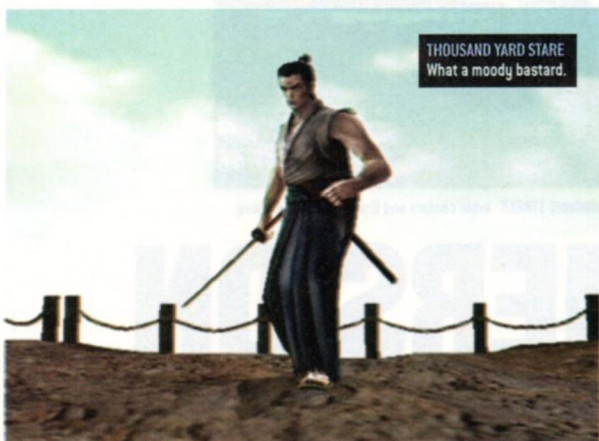


TROUBLED TWINS If you hit me, I'll come right back at you.

VERDICT		PSW
UPPERS	- Realistic looking cars - Real world tracks - Road ragers will love it - Some 'emotion'	DOWNERS - Lack of speed - Fighting rather than racing - Not sure about the handling - A bit too easy
GRAPHICS	Passable but old fashioned	6
SOUND	Truly dire commentary	3
LIFESPAN	Like Le Mans, it's over in 24 hours	6
OVERALL SCORE		
The whole emotion thing is a good idea, but it's not implemented very well and comes off a bit gimmicky. Sharper handling and better graphics would have made it a lot better.		
6		



GRADUATION DAY The game of pass-the-parcel ended in tears.



THOUSAND YARD STARE What a moody bastard.



BACKFLIP Thongs - the samurai footwear of choice.



TIME ATTACK Tackle hordes of guys and kill them with one slash.



LEAPING DEATH A swift upper slash should win this bout.

SWORD OF THE SAMURAI

ONE STROKE, ONE HIT, ONE KILL. ANGRY MEN IN COLOURFUL DRESSES HAVE NEVER BEEN THIS DEADLY!

TYPE	FIGHTING
PLAYERS	1-2
OUT	NOW
PUBLISHER	UBI SOFT
PRICE	\$99.95
DEVELOPER	GENKI

THE DIFFERENCE BETWEEN SWORD

of the Samurai and, say, Tekken is like the difference between James Joyce's Ulysses and the Ulysses cartoon with the stupid little robot.

Consider this more Sim-Swordmaster than a classic tournament fighting game.

In this game, the life meters are pretty much for show - if you put your head in the way of a sword, one elegant stroke is all it takes.

Beyond this, the fighting is a dance of strategy not circular direction pad motions. Each character gets up to three forms that they can switch between in battle. Each form has only one attack routine attached to it, as well as slots for counter attacks (Tai) and overpowering defence breakers (Ken).

In battle you find yourself frantically switching between stances, feeling out attack routines and hoping that you don't stray into a stance that your opponent is waiting for. Then there's the reflex stuff

of trying to slide fast slashes into tiny gaps in his routines or using the eight-way run to dodge and attack from unexpected directions.

Once you get the feel, combat is a beautiful combination of strategy, reflexes, patience and daring moves, although it does feel a little light-on in the Versus mode where the fighters come pre-packed and a little weak. In defence of the Versus mode there are plenty of characters to unlock and choosing the right guy to take on your friend's playing style adds a whole new level of strategy. There is also a free-roaming Time Attack mode where you take on groups of guys all at once, from a higher, over-the-shoulder view. This isn't brilliant but it is good practice for the side quests in the story mode.

The Bushido Quest mode is the meat of the game and it's where it shines like a polished katana. Here you create a swordsman with the goal of winning the Shogun's Tournament. This is no mean feat, and involves hours of play, tweaking forms, gaining experience, winning new swords, climbing up through provincial tournaments, learning new schools of fighting, challenging heads of rival schools, protecting VIPs, despatching rebels and so on.

If you're looking for a complete role-playing experience this isn't it. There's no story beyond your quest to perfect your style, to beat your rivals and work out how to win your next bout. Some players might get lost and bored, but if you're the type of person who loves turning a crushing loss around to a thrilling victory by swapping out an attack which

is a fraction of a second faster - to beat him on the draw - or by saving up points for a counter that will take out the slow second attack in his Volcano Dance, then this game will lock you up and knock you off your feet.

/TIMOTHY C. BEST



LONG REACH Ohmigod! He's cut his head off!



VERDICT

PSW

UPPERS

- Strategic swordplay
- Elegant one-hit kills
- Sprawling story mode
- Depth

DOWNERS

- Patience required
- Fighter fans need retraining
- Versus a tad light
- Too technical for some

GRAPHICS - Great Japanese feel. Smooth combat.

8

SOUND - Simple but gets the job done.

6

LIFESPAN - If the quest for perfection hooks you, look out.

8

OVERALL SCORE

Sword of the Samurai is the best Samurai duelling sim you're likely to find. If you like the idea of strategy meeting swordplay then *Sword of the Samurai* is way out ahead of the rest.

9

EVOLUTION SKATEBOARDING

IT'S A TALL ORDER, BUT CAN ANYONE BEAT TONY HAWK?
HINT: THIS REVIEW IS ONLY HALF A PAGE LONG.

TYPE	SKATEBOARDING
PLAYERS	1-2
OUT	NOW
PUBLISHER	INFOGRAMES
PRICE	\$99.95
DEVELOPER	KONAMI

ONE SIMPLE FACT – YOU DON'T need this game. The specifics hardly matter when the overarching truth is this bare, but *Evolution Skateboarding* is worse than *Tony Hawk's Pro Skater 4* in every single way imaginable. It's also worse than *Tony Hawk's Pro Skater 3* in every single way imaginable, and that only costs \$50. Hold on, it's also worse than the original and its sequel on PSone. Those games have been

showing the way for years: evolution isn't supposed to run backwards.

But you might want to hear a few specifics anyway. The skaters are oddly oversized and blot out too much screen, which at least makes it easy to see how unresponsive they are. The whole thing moves like gravity is wearing out, so tricks and crashes alike are almost dreamlike and badly lacking in impact. The controls are almost exact duplicates of the *THPS* games, for what it's worth, but the level design is so unexciting the familiarity actually works against it. There are no decent routes to string trick combos together on, as all the lines are stupidly short or finish in dead ends. The *Hawk* games

abandoned timed levels for the fourth version but there's no such innovation here, despite the relative lack of baggage or expectation. Bar the unusual boss battles it's a bog standard skating game, but even these are wasted and dull.

It doesn't even look as good. It's smooth but bland, making it easy to get disorientated. But then again, if you never waste your time playing it you won't get disorientated at all. That way you can find *Tony Hawk's Pro Skater 4* first time, and enjoy a far superior game.

/STEVEN WILLIAMS



MR WILLIAMS He's famous, you know. Let's hope he's better at skateboarding in real life as well.



GRAB THE BOWL And strain hard. Alternatively, just walk away.

VERDICT		PSW
UPPERS	DOWNERS	
- Has Stevie Williams in it	- Sluggishly responsive	
- Features boss battles	- Imprecise controls	
- Not as bad as ESPN prequel	- Useless level design	
- Works	- Boss battles disappointing	
GRAPHICS	- Bright but simple and uninspired	5
SOUND	- Pointless announcer, generic music	3
LIFESPAN	- There's no point playing it at all	3
OVERALL SCORE		3
<i>Evolution Skateboarding</i> makes little effort to be fresh, and – criminally – does everything worse than its competitors. Boss battles aren't enough to salvage this dreary game.		

X-MEN NEXT DIMENSION

THE OLD DIMENSIONS ARE LENGTH, WIDTH, DEPTH
AND TIME. THE NEXT ONE IS DISAPPOINTMENT.

TYPE	FIGHTING
PLAYERS	1-2
OUT	NOW
PUBLISHER	ACTIVISION
PRICE	\$99.95
DEVELOPER	PARADOX

THIS IS NOT THE X-MEN GAME you're looking for. Activision also has *X-Men: Wolverine's Revenge* coming this April, and that stealthy adventure appears to have a lot more going for it than this below-par beat 'em up. You should really wait for that. And *Next Dimension*? Even a decent fighting game would make limited use of the license, so the tedious and basic nature of this example is all the more disappointing. Yes, each

character (inevitably) has a special attack, and they've even got a few sets of costumes each (cool!), but beyond that it's as turgid as can be.

The characters are basic, looking more like a high-end PSone game than a proper PS2 title. At least they don't put the levels to shame, as these never rise above reasonable, despite their 'authentic' locations and multi-layered layouts. Combatants can smash through doors and fling themselves – or each other – into whole new areas, but the transitions are strangely pain free. Often you won't even realise there's another area to access until you're suddenly shown arriving there, so there's no real tension or sense of danger to it. It's not like you can work someone to

the edge of a precipice and kick them off – it's just a sudden, almost irrelevant change of scenery. The cut scenes that bulk out the Story Mode also fail to impress, as detail levels barely rise and faces are all but blank. Load times are glacial and, frankly, the entire experience is underwhelming. Games such as *Tekken 4*, *DOA2* and *Virtua Fighter 4* pulverise this if it's fighting you're after, but if it's X-Men you desire... well, *Wolverine's Revenge* is your only hope now.

/STEVEN WILLIAMS



EDWARD STUPID HANDS You'd think he'd win everything with hands like that. You'd be wrong.

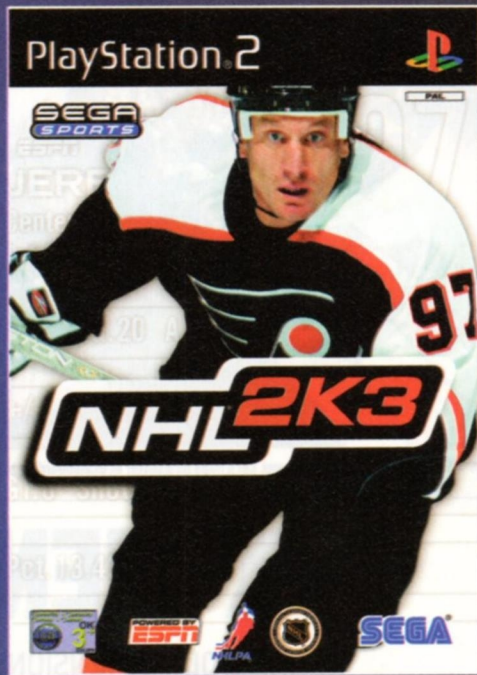
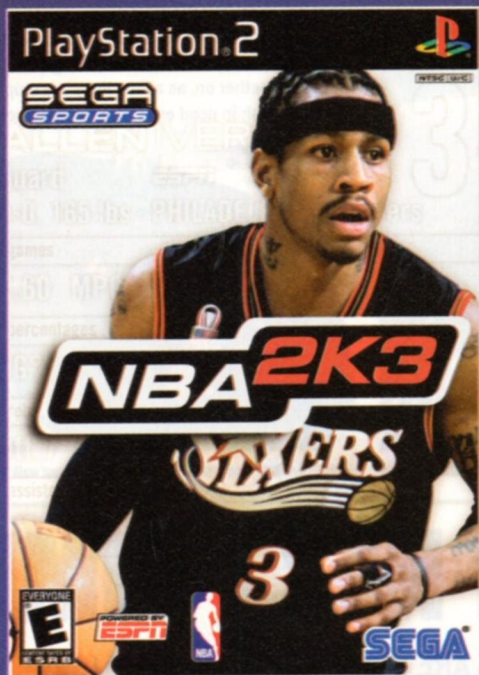
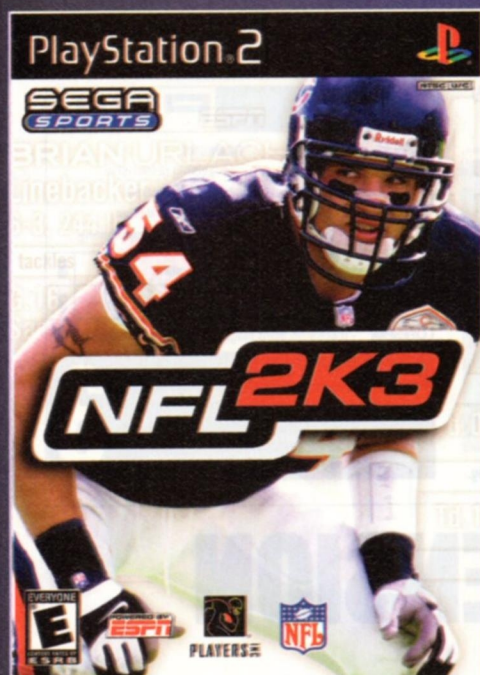


LOOK AT THAT At least the lighting effects are nice, anyway.

VERDICT		PSW
UPPERS	DOWNERS	
- Choice of costumes	- Ugly to look at	
- Lots of modes to choose	- Poor story cinematics	
- 24 X-Men characters	- Nothing original or special	
- Multi-layered levels	- Lacks sparkle	
GRAPHICS	- Basic and uninspired	4
SOUND	- Exactly the kind of thing you're expecting	4
LIFESPAN	- Only the damaged could persevere	3
OVERALL SCORE		4
Take a generic fighter that wouldn't have stood out on PSone, couple it to a bundle of X-Men costumes and predictable special moves and this is what you get.		

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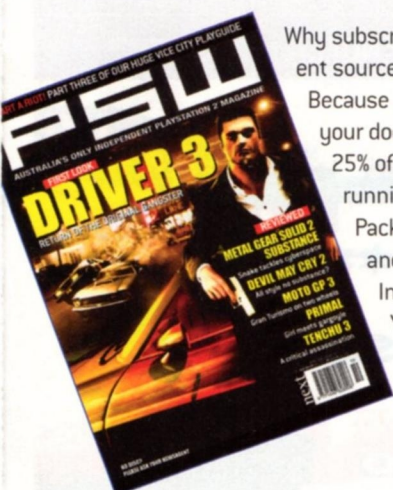
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SOLUTIONS

GOOD GRIEF, IS THIS VICE CITY GUIDE SIMPLY NEVER GOING TO END? NO, THOUGHT NOT...

I HAVE YOU NOW

VICE CITY SHOULD HAVE A FIRM GRIP on your life by now. Whether you got it for Christmas or you've been playing it for ages, there's little chance you've finished it. In fact if you have, you'd better go outside right now – it's March and you've missed the whole summer. Like so many things in the game, successful completion of all Rampages count towards getting a 100 per cent rating. So you need to know where they all are. Some are obvious, some you might stumble across and some you'll simply never find. *Vice City*'s just too big. The knowledge on these following pages is vital. We'll tell you where to find all those floating skull icons and exactly what you need to do once you get there. "Kill people" just doesn't quite seem enough to cover it...

STEVEN WILLIAMS / STAFF WRITER

VICE CITY

■ Kill loads of people. And be rewarded for doing so!



JAMES BOND 007

■ *Nightfire* cheats for the not-so secret agent.



MEDAL OF HONOR

■ Underhand *Frontline* tactics for potential deserters.



GTA VICE CITY: RAMPAGE!

EVERY RAMPAGE MISSION IN THE GAME, HUNTED DOWN AND EXECUTED.

SOME ARE EASY. SOME ARE NIGHTMARISH. AND SOME YOU WON'T HAVE EVEN BEEN ABLE TO FIND... WITH THIS GUIDE YOU'LL FIND EVERY RAMPAGE AND BE PREPARED FOR WHAT HAPPENS ONCE YOU BEGIN – YOUR TWO MINUTES STARTS NOW.



RAMPAGE: 1

OCEAN BEACH

■ WHERE?

Go south from the Ocean View hotel, towards the lighthouse. The rampage is by a bush near this obvious landmark.

■ WHAT?

Burn 30 gang members with Molotovs.

■ HOW?

This couldn't be easier. Crims spawn frequently on the path, so all you need to do is avoid setting fire to yourself. Stay at a distance and use long throws. If the cops do respond, remember, don't try to punch! Sprint away before turning and quickly lobbing one off.



RAMPAGE: 2

■ WHERE?

Close to the first Rampage, but a little north and down by the shore on the sand.

■ WHAT?

Kill 30 gang members with a car.

■ HOW?

Again this is pretty easy, as gang bangers are in plentiful supply. Steal something strong but quick (to lessen the chance of cops getting to your door) and take it to the icon, then head straight for the lighthouse path. Get up some speed to kill outright (or reverse over them), and beware the narrow piers. They're packed with victims, but death is just a splash away and not every edge has a railing.



RAMPAGE: 3

■ WHERE?

South of Rafael's, on a roof. To reach it, go to the top of the ivy-covered car park behind and drop to the roof below.

■ WHAT?

Snipe 25 gang members.

■ HOW?

This is another easy one, and even a little police attention won't hurt as you're away from harm on the roof. Just position yourself near the edge, zoom in and take out the crowds one by one. Don't bother with the one's who run – just release the scope view for a second and look back and more will spawn. Don't waste time zooming in too far either.

TOLD WHERE TO GO

THIS IS THE FIRST HALF OF WHERE YOU NEED TO GO TO FIND EVERY RAMPAGE IN VICE CITY. TURN THE PAGE TO SEE THE WESTERN ISLAND REVEALED.



RAMPAGE: 4

WHERE?

Just south of the hospital is a complex of green and white apartments, covered in foliage. Between these buildings, behind a tree, lies the Rampage.

WHAT?

Slash 10 gang members to death with a katana.

HOW?

Just run out into the street and start slashing. Don't start without full health and armour, though, and keep running as

you fight. Stop and get too close and Tommy starts kicking and punching, which doesn't count. Obviously you should concentrate on those with shooters first. This one may take some time to beat.



RAMPAGE: 5

WHERE?

In the courtyard of the large pink building right across from Rafael's. You can see the shop just beyond the gate in this shot.

WHAT?

Butcher 20 gang members with a chainsaw.

HOW?

Run out into the street and start slashing, basically. There's not much to this one apart from trying to dodge the bullets. Keep running – you'll be slow, but it's better than just standing there and taking the pellets. You won't have any trouble finding enough victims, especially if you keep the saw running the whole time and just cruise up and down the crowds.



RAMPAGE: 6

WHERE?

At the top of the steps to the medical research building next to the dock where Cortez's missions occur. Drive north past the dock buildings and take the first steps on your left. Use the car to climb up the low wall to the Rampage.

WHAT?

Kill 25 gang members with an M4 in a mere two minutes.

HOW?

You won't have much trouble with this one. Stay up on the grass, stand near the edge (not too near) and fire into the crowds to each side. Once one group is down, look the other way and they'll respawn. Don't worry about the ones firing from directly beneath, as if you're not too close to the edge they can't hit you. Watch out for them once the Rampage is passed, however, as they'll still be after your blood.

WASHINGTON BEACH



RAMPAGE: 7

WHERE?

In the rooftop carpark of the Washington Mall. Drive up to it via the spiral ramp.

WHAT?

Blow away 25 gang members with a chromed shotgun in two minutes.

HOW?

Immediately leap down into the mall. The closer you get to your victims the better, as distant shots won't kill them outright. Keep moving to keep them spawning and this shouldn't give you too much trouble –

and don't forget the upstairs level if you run out of targets.



RAMPAGE: 8

WHERE?

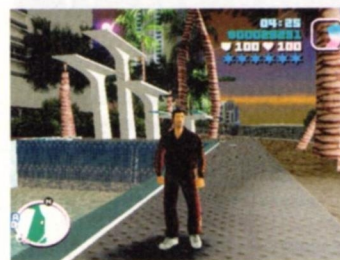
From the front of the Bunch of Tools in Washington Beach, look west. You'll see a set of steps in front of you – head up these and turn left. You'll see the Rampage behind a low wall of the pink and red building ahead.

WHAT?

Drill 25 gang members with an MP5 in two minutes.

HOW?

This one really couldn't be easier. You can crouch at the top of the steps if you like, but it's just as easy to run around in the street, switching from target to target. Make sure you've got plenty of armour and don't stand still.



RAMPAGE: 9

WHERE?

Behind the Standing Vice Point Hotel on the beachfront, just south of the Malibu, on the highest diving board above the pool.

WHAT?

Snipe 20 gang members.

HOW?

Stay just where you are, as it's the best place you could be anyway. Zoom in on the bad guys milling around the poolside tables and unleash your rage – it could hardly be simpler. This is probably the easiest Rampage of all.



RAMPAGE: 10

10 WHERE?

Just south of the last Rampage behind Standing Vice Point – in fact, this one is visible as you stand on the diving board – lies another icon. It's in the bushes near the back wall.

WHAT?

Blow away 30 gang members with the Spaz 12 shotgun.

HOW?

Run around the corner – not that you can really run with the shotgun, but make haste – and leap the small wall to the boardwalk. Groups of victims will spawn along this stretch of pavement, but only if you turn your back. It's a lonely two minutes otherwise. Keep switching round and enough people will appear. The powerful fast repeat of this gun makes this Rampage easy, so long as you find enough victims.



RAMPAGE: 11

WHERE?

On the far side of the roundabout where the road dead-ends facing Leaf Links.

WHAT?

Drive-by 35 crooks with an Mac 10.

HOW?

This is another hectic attack, so find a good strong vehicle. Don't bother searching for ages, however, as they're quickly going to take your tyres out and it'll almost certainly burn in the end. Again, police involvement complicates matters but brings fresh cars into the area. Just don't let them get you out of the car whatever you do.



RAMPAGE: 12

WHERE?

On the wooden dock, almost underneath the bridge leading to Leaf Links island from Washington Beach.

WHAT?

Slay 20 gang members with a chainsaw

HOW?

This one's tough, so make sure your health and armour are maxed. Don't wait for hoods to stroll down to the dock, run up to the road – approaching from behind helps, as the others are slower to notice, but whatever you do the air will turn to lead pretty soon. Just keep moving, plough through the crowds as quick as you can and hope.

VICE POINT



RAMPAGE: 13

WHERE?

Opposite the north doors of North Point Mall you'll see blue & white buildings, a bushy gap, then beige & white buildings. There's a ramp to the side of the latter. Go up and turn left to find the Rampage.

WHAT?

Drive-by 30 gang bangers.

HOW?

Equip yourself with a good strong car, perhaps even a truck – your victims' fire is withering. Then simply cruise in front of the mall as slowly as you dare (to make sure they die). Police intervention is a problem, but at least they're a ready source of cars once yours catches fire.



RAMPAGE: 14

WHERE?

At the east entrance to North Point Mall.

WHAT?

Murder 35 gang members with a Colt M4

HOW?

While you could cross the road and use the wall as cover, it's not worth it. It's better to run to within ten feet or so of a group and calmly spray from left to right, making sure to kill them all. Move to another group, again closing the distance. Outsiders rarely attack, but if you leave survivors there'll soon be a hoard after you. And there's nothing more annoying than some nonce punching you in the back of the head when you're trying to gun down a crowd.



RAMPAGE: 15

WHERE?

As you pass North Point Mall heading north, just as the road is about to turn west, there's a gap between two large buildings to the east. Head between them onto the beach and look south – the Rampage is right ahead of you.

WHAT?

Take down 25 crooks with the Colt Python.

HOW?

There's no real art to this one, but it's > great fun nonetheless. The Python is a powerful, one-shot-kill gun, so 25 dead bodies in two minutes isn't hard: nobody's going to be able to close the gap to you if you stay moving and keep shooting. Simply fire, tap **ALT** / **LB** to switch targets (or you'll waste time shooting corpses) and fire again. Repeat. As ever, keep sweeping up and down the street to keep those targets spawning and it'll all be over very quickly. For you and for them.



RAMPAGE: 16

WHERE?

Upstairs in North Point Mall, on the west side, in front of the record shop.

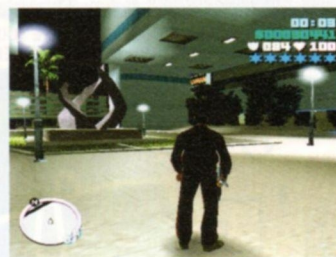
WHAT?

Disintegrate 35 crims with rockets.

HOW?

Launcher attacks become impossible if you get surrounded, as you'll damage yourself. So stay on the raised planter, but move to the other side facing the open mall. Groups spawn on the bridges – keep turning away and releasing R1 to drop you aim and they'll appear. Don't be tempted to get down, as you'll have security in your face. Also, aim at the floors / walls near groups to kill them all with the blast, rather than aiming for individuals and missing completely.

DOWNTOWN



RAMPAGE: 17

WHERE?

In the sculpture courtyard of the V.A.J building, north Downtown.

WHAT?

Drill 30 criminals with a minigun.

HOW?

It's useful to park a car next to this one, then drive back to the road – running is painfully slow with this gun. However, don't start firing anywhere near your vehicle (or any oncoming traffic) as it will explode straight away, which really stings. As ever, turn / run around a bit to make new groups spawn, and don't let people close in for a fist fight.



RAMPAGE: 18

WHERE?

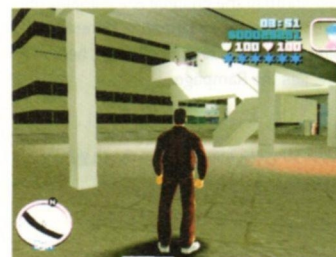
Head north from the fire station and you'll find a massive set of stairs on the right near the junction. You probably know these as the ramp for a Unique Stunt, but you may not have noticed the rampage at their peak.

WHAT?

Ventilate 25 gang bangers with a Python.

HOW?

Don't bother staying up there – leap from the top and get stuck in. The Python means the odds are in your favour, and all you really need to remember is to switch targets as quickly as possible.



RAMPAGE: 19

■ WHERE?

Look right as you come into Downtown from the Prawn Island bridge. Soon you'll pass a building with jagged white outside stairs – the Rampage is at the top of these, by the door.

■ WHAT?

Burn 40 gang members with Molotovs in 2 minutes.

■ HOW?

Tempting as it is to stay on the stairs in safety, you've got to head down to the plaza to find enough victims. Stay back on the concourse, however, so you don't set fire to your own feet... The real trick to this is throwing the right distance, as few people – if any – will try to attack you. Try to avoid cops, though, or things will become very complicated indeed.



RAMPAGE: 20

■ WHERE?

On the left hand side of the stadium as you approach it, just behind the ramp to the helicopter landing pads perched on stilts over the water.

■ WHAT?

Toast 30 crims in two minutes.

■ HOW?

This is another easy one. Just keep moving towards the front of the stadium and torch everyone you see. The flamethrower has a surprisingly long reach, and you're unlikely to have any real problems.



RAMPAGE: 21

■ WHERE?

There's a small alley to the side of Well-Stacked Pizza. Take it and bear left through the car park to find the Rampage.

■ WHAT?

Drive-by 35 gang bangers with an Mac 10.

■ HOW?

It's quite a way down the alley, so sort yourself a car before you pick it up. Cruise up the street to the hospital, firing all the time, then turn around and come back –

hey presto, more strangely untroubled victims. Well, untroubled so far... If your car takes too much damage, there should at be an ambulance on the scene pretty quickly for you too steal. They're strong if a bit unstable in a chase, and gift you 20 health just from getting in.



RAMPAGE: 22

■ WHERE?

Behind the Moist Palms Hotel. Head in by the sign and turn immediately right as you enter the car park. The Rampage is just around the corner.

■ WHAT?

Riddle 30 gang members with an M60.

■ HOW?

Have a bike or car on hand when you begin, to save lugging the gun all the way back to the street. Once there, use R1 to target the groups of bad men. It's easy.

LITTLE HAITI



RAMPAGE: 23

■ WHERE?

Near the red bridge on the cobbled docks in Little Haiti. Use the alley near the Python pickup to get down there.

■ WHAT?

Blow away 35 yooofs with a Spaz shotgun.

■ HOW?

The Spaz fires at an incredible rate, so wasting 35 people is no big deal. Just head back to the road – don't forget there's nothing stopping you using a bike or car – and use the **LB** / **RB** buttons to cycle through the victims. Stroll around a bit to encourage them to respawn and it'll all be over very quickly.



RAMPAGE: 24

■ WHERE?

Behind a shack east of the Print Works. There's a small alley from the car park that leads almost straight to it, or you can reach it from the road on the other side of the block.

■ WHAT?

Perforate 30 gang bangers with a Tec 9.

■ HOW?

Run straight out to the street and do your normal thing – keep running, keep re-

targeting. The speed of the Tec 9 and the size of the groups standing around makes this Rampage a doddle. In fact, the hardest part is finding it!



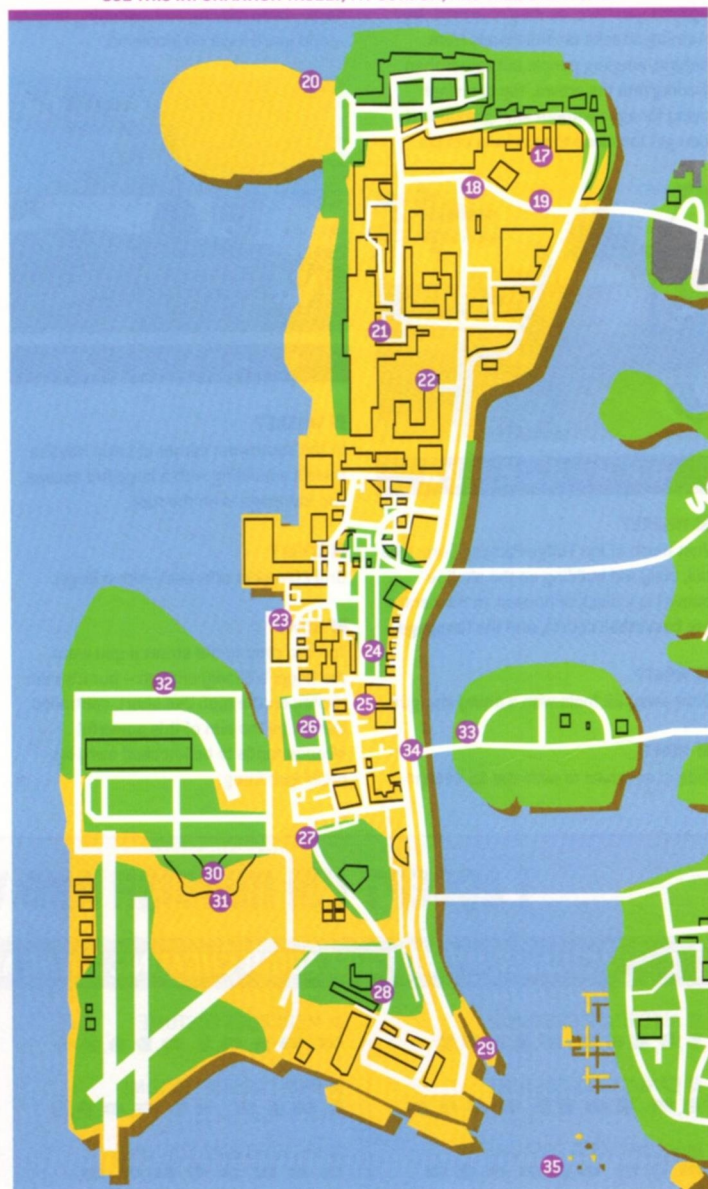
RAMPAGE: 25

■ WHERE?

Take the first exit from the coast road north of the bridge from Starfish Island, next to the hospital. You pass basketball courts and, just after on the right, there's a dusty space leading to a loading bay.

TOLD WHERE TO GO

HERE YOU'LL FIND THE LOCATION OF EVERY RAMPAGE IN VICE CITY. USE THIS INFORMATION WISELY, MY SON. OH, AND KILL EVERYONE.





RAMPAGE: 30

■ WHERE?

On the roof of Escobar International airport, above the entrance,

■ WHAT?

Destroy 15 vehicles with a rocket launcher.

■ HOW?

This one's just hilarious fun. Use a fast car or bike to jump to the airport roof from the blue Vice Surf sign in front. Drive it back down as well – jumping into a car and driving even a few metres helps more vehicles spawn. It's tempting to slew across the road and back up some traffic, but save this tactic for the last few cars, as you don't want to destroy your own wheels too early. After all, you're very slow running with the rocket launcher selected, and you may not find enough cars spawn if you're on foot. Other than that, just enjoy yourself!



RAMPAGE: 31

■ WHERE?

Inside Escobar International, by the airside window on the ground floor, behind the concrete structure.

■ WHAT?

Eviscerate 25 drug-running gang-bangers with a Spaz 12 shotgun.

■ HOW?

Run back to the main concourse area, but

stay near the stairs. Few hoods seem to spawn in this large room, but if you keep moving from floor to floor you should find enough victims. Don't stray too far from the staircases because Tommy moves very slowly with the shotgun, and of course you can't deselect it. And of course, don't forget to pick your weapons up again when you leave – they'll be lined up alongside the window near the metal detector you came in through. No-one else will take them, but even so...



RAMPAGE: 32

■ WHERE?

Drive out towards the Fort Baxter military base. Just as you turn the last corner and approach the base, the small wooden fence to your right runs out and you're free to drive onto the grass. The Rampage is clearly visible next to a bush, around ten yards from the road.

■ WHAT?

Destroy 20 vehicles in two minutes with a minigun.

■ HOW?

Go to the road and drill anything that comes by. Feel free to kill bystanders too – it might bring out police vehicles. However, you're soon going to run out of things to kill, so jump in your car and head down the road. You needn't go far before more cars spawn – conversely they take ages when on foot – so pull over and start shooting. As with the rocket launcher challenge, make sure your car doesn't get caught in a chain reaction while you still need it. You may need to drive off two or three times to find enough cars. Also, turn as fast as you can while firing at a line of cars to avoid losing them to a chain reaction explosion.



RAMPAGE: 33

■ WHERE?

In front of the first house on the left on Starfish Island, as you arrive from Little Haiti. It's at the western end.

■ WHAT?

Splatter 35 crims with a any car.

■ HOW?

Park a car by the wall and use the bonnet to jump into the grounds of the house. The Rampage is near the front door of the house, behind a parked car (if you're lucky) – steal this if it's there. It's pretty strong. Use the ramp straight ahead to reach the road and speed up and down the pavements of the main road (it's straight so it's far easier than using the crescent's pavements), making sure you're going fast enough to kill outright. If they get up, reverse over them.

BY AIR



RAMPAGE: 34

■ WHERE?

On Little Havana's hospital roof.

■ WHAT?

Snipe 20 gang members.

■ HOW?

A steady hand and a cool head make this Rampage a doddle. So long as you've got a helicopter at hand... there's always the Police chopper on the Downtown cop shop

roof, although you may need to revisit the helipad several times before it appears. Once up, fly to the bridge to Starfish Island – the hospital's the building right in front of it. If you're struggling to aim, try putting the crosshair ahead of walking victims and waiting for them to cross in front rather than following them as they move. Keep letting go of R1 and calmly refocusing to make more enemies respawn. Ninety percent of sniping is the waiting anyhow, so *patience*, my son.

BY SEA



RAMPAGE: 35

■ WHERE?

To the southwest of Ocean beach, near the three tiny rock islands, are a series of wooden structures. Steal yourself a boat and head to the one without a roof. The Rampage is at the top of the stairs.

■ WHAT?

Destroy ten boats with a rocket launcher in two minutes.

■ WHY?

It's best to go a few feet down the stairs to do this – you don't want to hit the low walls with a rocket and take yourself out. The boats appear in lines, out to sea and move quite fast, so the key is to fire the rocket ahead of the boat so they converge. Aim at the boat itself and you'll miss. Obviously you need to take extreme care around the water, but don't worry about the missing planks in the staircase. You won't fall through (oddly). And for god's sake, don't blow up your own boat...

ZEN AND THE ART OF MURDEROUS DISMEMBERMENT

FOLLOW THESE WISE OLD ANCIENT GUIDELINES AND YOU SHALL TASTE VICTORY, MY SON

RUN LIKE THE WIND

Stay moving at all times so no one can close in, or Tommy will kick and punch – and these kills won't count. Standing still also makes you a bullet magnet. Obviously.

PATROL AN AREA

If you stay in the same small space, new enemies will be slow to respawn. Cross the road, run round the corner, point Tommy in the opposite direction – just give the game privacy to create new stuff and you'll reap the reward.

HAVE THE RIGHT CAR ALREADY

It's obvious, but acquiring a suitable vehicle before setting off drive-by Rampages makes a lot of difference. You don't want to waste time.

STEAL COP CARS

Stuck? Try a police car. They're fast, accelerate quickly and are highly manoeuvrable. They're also very strong for the performance. If you can't locate a more specialised vehicle, these are a great option.

PUNCH COPS OUT

Knocking out police with fists or blunt instruments gives you fewer stars than shooting them. Bear this in mind if you want his car, as the Pay 'n' Sprays won't touch them.

STAY HEALTHY

Only go into Rampages with full health, full armour and zero wanted level. Obvious really, but don't be tempted to try otherwise. It'll only end in tears.

xxxx

MINI TIPS



WHETHER YOU'RE SHOOTING, SKATING, SPEEDING OR SCORING, YOU'LL FIND THE SOLUTION HERE.

STAR WARS JEDI STARFIGHTER

CHEAT MODE

Enter **PNYRCAD** as a code to unlock everything. If you entered the code correctly, a message will appear.

INVINCIBILITY

Enter **QUENTIN** as a code.

Z-95 HEADHUNTER SHIP

Enter **HEADHUNT** as a code to unlock the Z-95 Headhunter ship. The Z-95 has homing missiles and a stronger version of the X-Wing's dual laser.

DISABLE COCKPIT DISPLAYS

Enter **NOHUD** as a code.

ALTERNATE CAMERA ANGLES

Enter **DIRECTOR** as a code. Press Select to cycle camera views.

REVERSED CONTROLS

Enter **JARJAR** as a code.

PICTURES OF SIMON

Enter **MAGGIE** as a code.

ADVANCED FREEFALL SHIP

All you need to do is earn a gold medal in Act 3, Mission 1 to unlock the Advanced Freefall ship.

ADVANCED HAVOC SHIP

Earn a gold medal in Act 3, Mission 3 to unlock the Advanced Havoc ship.

ADVANCED JEDI STARFIGHTER

Earn a gold medal in Act 2, Mission 4 to unlock the Advanced Jedi Starfighter.

ADVANCED ZOOMER SHIP

Earn a gold medal in Act 2, Mission 3 to unlock the Advanced Zoomer ship.

REPUBLIC GUNSHIP

Earn a gold medal in Act 3, Mission 5 to unlock the Republic Gunship.

JAMES BOND 007 IN... NIGHTFIRE

DRIVE A SHELBY COBRA

Begin a game on the Enemies Vanquished level. Pause the game, then hold **L1** and press **△**[2], **□**[2], **△**, then release **L1**. You can now use the Shelby Cobra from the Paris Prelude level in the race through the Alps.

DEMOLITION MODE

Enter **TNT** as a code.

PROTECT MODE

Enter **GUARDIAN** as a code.

UP LINK MODE

Enter **TRANSMIT** as a code.

BARON SAMEDI IN MULTI-PLAYER MODE

Enter **V00000** as a code.

CHRISTMAS JONES IN MULTI-PLAYER MODE

Enter **NUCLEAR** as a code.

GOLDFINGER IN MULTI-PLAYER MODE

Enter **MIDAS** as a code.

JAWS IN MULTI-PLAYER MODE

Enter **DENTAL** as a code.

MISS GLORE IN MULTI-PLAYER MODE

Enter **CIRCUS** as a code.

ODDJOB IN MULTI-PLAYER MODE

Enter **BOWLER** as a code.

SCARAMANGA IN MULTI-PLAYER MODE

Enter **ASSASSIN** as a code.

TUXEDO BOND IN MULTI-PLAYER MODE

Enter **BLACKTIE** as a code.

XENIA IN MULTI-PLAYER MODE

Enter **JANUS** as a code.



RED FACTION 2

CHEAT MODE

Enter **△, △, ×, ×, △, △, △, △** at the cheats screen under the options menu to unlock everything in the game.

ALL CHEATS

Enter **△, △, △, △, △, △, ×, ×, △, ×**

LEVEL SELECT

Enter **△, △, ×, △, △, △, ×, ×**

INFINITE AMMUNITION

Enter **△, △, ×, △, △, △, ×, △**

INFINITE GRENADES

Enter **△, ×, △, △, ×, △, ×, △**

SUPER HEALTH

Enter **×, ×, △, △, △, △, △, △**

WALKING DEAD

Enter **×, ×, ×, ×, ×, ×, ×, ×**

ALTERNATE DEATHS

Enter **△, △, △, △, △, △, △, △**

REIGN OF FIRE MODE

Enter **△, △, △, △, △, △, △, △**

RAPID RAILS

Enter **△, △, △, △, ×, ×, △, △**

GIBBY EXPLOSIONS

Enter **△, △, ×, △, △, △, △, △**

EXPERT MODE

Enter **△, ×, △, △, △, ×, Square, △**

UNKNOWN

Enter **△, △, △, △, △, △, △, △**

FMV SEQUENCES

After clearing a level, you will be awarded with the FMV sequence for that level plus another movie for you to watch. Completing level 1 unlocks a spoof interview with the characters from Summoner 2 talking about the Red Faction games. Completing level 2 unlocks a behind-the-scenes FMV sequence.

NEED FOR SPEED: HOT PURSUIT 2

BURNOUT 2 THIS WAS NOT, BUT IT WAS STILL A DECENT ENOUGH RACER.

ASTON MARTIN V12 VANQUISH

R2, △, R2, △, △, △, △

BMW Z8

△, △, △, △, R2, △, R2, △

CHEVROLET CORVETTE Z06

△, R2, △, R2, L1, R1, L1, R1

FORD PURSUIT MUSTANG COBRA R

△, △, △, △, R2, R1, R2, R1

FORD TS50

△, △, △, △, R2, △, R2, △

HSV COUPE GTS

L1, L2, L1, L2, R1, △, R1, △

LOTUS ELISE

△, R2, △, R2, △, △, △, △

MCLAREN F1

△, L1, △, L1, R1, △, △

MERCEDES CLK GTR

R2, R1, R2, R1, △, △, △, △

PORSCHE CARRERA GT

△, △, △, △, R1, R2, R1, R2

DODGE VIPER GTS

Get 2 million points to unlock the NFS edition of the Dodge Viper GTS.



WWE SMACKDOWN! SHUT YOUR MOUTH

WINNING MATCHES AT PAY PER VIEW EVENTS REWARDS YOU WITH A CHOICE OF SECRET ITEMS WHICH YOU CAN USE IN THE SEASON MODE.

1 WINNING THE UNDISPUTED CHAMPIONSHIP LETS YOU UNLOCK-
Special RVD movie
SmackDown SYM Special movie.

2 WINNING A MATCH AT BACKLASH LETS YOU UNLOCK-
The Rock's clothing
Christian's clothing
Create Parts 1
Backlash arena
Foam Hands A

3 WINNING A MATCH AT JUDGMENT DAY LETS YOU UNLOCK-
RVD's clothing
Vince McMahon's clothing
Eddie Guerrero's clothing
Undertaker's clothing
Create Parts 2
Judgment Day arena

4 WINNING A MATCH AT KING OF THE RING LETS YOU UNLOCK -
Kurt Angle's clothing
Edge's clothing
Moves 2
Create Parts 8
King of the Ring arena
Plaza B backstage area

5 WINNING A MATCH AT VENGEANCE LETS YOU UNLOCK-
Lance Storm's clothing
Raven's clothing
Billy Kidman's clothing
Create Parts 3
Vengeance arena A
Vengeance arena B

6 WINNING A MATCH AT SUMMERSLAM LETS YOU UNLOCK-
Booker T's clothing
Torrie Wilson's clothing
Moves 4
Moves 6
Create Parts 9
SummerSlam arena

7 WINNING A MATCH AT UNFORGIVEN LETS YOU UNLOCK-
Chris Benoit's clothing
Trish Stratus's clothing
Moves 3
Create Parts 5
Unforgiven arena
Foam Hands B

8 WINNING A MATCH AT NO MERCY LETS YOU UNLOCK-
Shawn Michaels' clothing
Stephanie McMahon's clothing
Rikishi's clothing
D-Von's clothing
Molly Holly's clothing
No Mercy arena

9 WINNING A MATCH AT THE SURVIVOR SERIES LETS YOU UNLOCK-
Matt Hardy's clothing
Hardcore Holly's clothing
Moves 7
Moves 8
30 Ability Points
Survivor Series arena

10 WINNING A MATCH AT ARMAGEDDON LETS YOU UNLOCK-
Ric Flair's clothing
Chuck's clothing
Billy's clothing
Armageddon arena
Winter Plaza area
Winter Times area

11 WINNING A MATCH AT THE ROYAL RUMBLE LETS YOU UNLOCK -
Triple H's clothing
Steve Austin's clothing
Bubba Ray's clothing
Create Parts 6
Royal Rumble arena
WWE Superstar Special Movie

12 WINNING A MATCH AT NO WAY OUT LETS YOU UNLOCK-
Kevin Nash (for Season Mode)
X-Pac (for Season Mode)
Big Show's clothing
The Big Valbowski's clothing
Moves 5
No Way Out arena



13 WINNING A MATCH AT WRESTLEMANIA LETS YOU UNLOCK-
Hulk Hogan (for Season Mode)
Faarooq's clothing
Bradshaw's clothing
Moves 1
Create Parts 7 or
WrestleMania X8 arena.

14 WINNING A MATCH AT INSURREXION LETS YOU UNLOCK-
Jeff Hardy's clothing
William Regal's clothing
Moves 9
Create Parts 4
Insurrexion arena

15 WINNING A MATCH AT REBELLION LETS YOU UNLOCK-
Chris Jericho's clothing
Stacy Keibler's clothing
Brock Lesnar's clothing
Moves 10
Rebellion arena

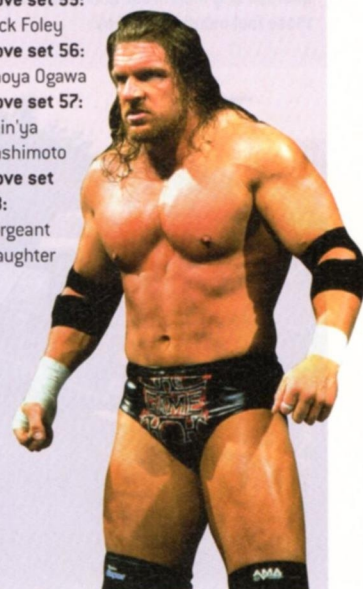
DIVAS FMV SEQUENCE
Get 100 Knockouts in the Slobber Knocker match in exhibition mode to unlock the Divas FMV sequence.

MOVE SETS

Move set 1: Genichiro Tenryu
Move set 2: Kendo Ka-Shin
Move set 3: Keiji Mutoh
Move set 4: Toshiaki Kawada
Move set 5: Bill Goldberg
Move set 6: Misc. Kung Fu
Move set 7: Jeff Jarrett
Move set 8: David Flair
Move set 9: Scott Hall
Move set 10: Scott Steiner
Move set 11: Sting
Move set 12: Terry Funk
Move set 13: Atsushi Onita
Move set 14: Misc. Puroresu set A
Move set 15: Misc. Puroresu set B
Move set 16: Taka Michinoku
Move set 17: Ken Shamrock
Move set 18: Rey Mysterio Jr.
Move set 19: Great Sasuke
Move set 20: Fred Durst
Move set 21: Hiroyoshi Tenzan
Move set 22: Jushin Lyger
Move set 23: Kensuke Sasaki

Move set 24: Masahiro Chono
Move set 25: Manabu Nakanishi
Move set 26: Yuji Nagata
Move set 27: Jun Akyama
Move set 28: Kenta Kobashi
Move set 29: Mitsuharu Misawa
Move set 30: Vader
Move set 31: Essa Rios
Move set 32: Gangrel
Move set 33: Brian Christopher
Move set 34: Jerry Lynn
Move set 35: Ron The Truth Killings
Move set 36: Road Dogg
Move set 37: Antonio Inoki
Move set 38: Akira Taue
Move set 39: Giant Baba
Move set 40: Big Boss Man
Move set 41: Crash Holly
Move set 42: D'Lo Brown
Move set 43: Sho Funaki
Move set 44: Godfather
Move set 45: Justin Credible
Move set 46: Mike Awesome
Move set 47: Perry Saturn
Move set 48: Steve Blackman
Move set 49: Shane McMahon
Move set 50: Sean O' Haire
Move set 51: Steven Richards
Move set 52: Andre the Giant
Move set 53: Bob Backlund
Move set 54: Dean Malenko

Move set 55: Mick Foley
Move set 56: Naoya Ogawa
Move set 57: Shin'ya Hashimoto
Move set 58: Sergeant Slaughter



THE GETAWAY

HAVING TROUBLE KEEPING YOUR FEET OUT OF THOSE CONCRETE BOOTS? WANT TO KNOW HOW TO GET THE ROZZERS OFF YOUR ASS? READ ON.

FREE ROAM MODE

They've finally answered our prayers and included the ability to sightsee around London without being at Charlie Jolson's beck and call and having to undertake any of the missions. The only problem is you've got to finish the entire game before you can unlock the free roam mode. Complete all of the standard missions and you will then be given the option to cruise through London at your own pace and locate that youth hostel you stayed in on that hazy post-Uni holiday in the Old Dart..

HIDDEN VEHICLES

If you're familiar with London you need to make your way to Hyde Park. If you're not a cheeky cockney here's how to get there. You'll need to locate Oxford Street (surely everyone knows what it looks like. Hint - lots of shops) and head west towards Marble Arch. Carry on going west along the Bayswater Road until the barriers stop you from going any further. Turn left into the park and follow the park road as it meanders around until you see some gates leading into a mansion. Turn in here and feast your eyes on a Nissan Skyline, TVR, Lotus and most amusingly a golf cart.

MORE HIDDEN VEHICLES

Fancy getting behind the wheel of a concept Lexus or the Triads' suped up Honda? All you have to do is head into China Town and get into the underground garage. Check out all of the floors because the cars will be in different positions each time you play.

SKIP MOVIE SCENES

It can be really annoying having to sit through those lengthy cut scenes again and again when you already know what's going to happen, having died a hundred times already. Simply hit R3 to save yourself any more frustrations and skip those foul mouthed movies.

HEALTH RECOVERY

If Mark's whistle (that's suit to those of you not versed in the rhyming language of native Londoners) starts to look a bit blood stained and he starts to walk like he's cacked in his pants you're probably pretty close to kicking the bucket. Apart from dying if you take one more shot it'll also make you move slower than a pensioner with two dodgy hips, one wooden leg and arthritis. To replenish your health you need to find a flat wall and lean up against it. Be warned this can take quite some time to get back to a more nimble less life threatening state so make sure the coast is clear and there's no chance of an armed goon stumbling upon you while your hugging the scenery gasping for breath.

GUN FIGHT STRATEGIES

Always pay close attention to your environment. This is especially important when you've got a broupd of assailants trying to fill you with bullet holes. If there are barrels lying around forget about the goons and aim for these. try to time it so that you take out as many men as possible when you blow them up. Some areas are a little more cunning with cannisters containing flammable liquids handily positioned in your firing line. Either shoot the containers until the floor is covered with liquid then explode the barrels or simply fire at teh floor and hope that it all ignites. A good area to use this technique is in teh basement of the art gallery. If you manage to set yourself alight fire at any extinguisher nearby and use the squirting foam to put yourself out.

HIDE AND PEEK

If there are no booming barrels about keep your head down. Use the scenery and furniture as much as possible. Try to pick off enemies by standing with your back to the wall and ducking around the doorway repeatedly. Try to get used to doing this all of the time and never bowl into rooms with your guns blazing as you will go down, quickly. If there are boxes, walls or even cars about use them as cover and be very patient.



HOSTAGES

If the odds are stacked against you and there seems to be no way of shooting your way out grab anyone close by (cops, bystanders, gang members) by using the X button. The Police will hesitate to shoot you while you can still fire at them.

MARK HAMMOND'S SPECIAL HOSTAGE MOVES

If you're feeling a little bit psychotic or you're just sick of the wailing hag you've grabbed hold of you can shoot them in the temple by pressing O while your gun is drawn. Far more enticing is the ability to snap their scrawny little neck. All you've got to do is holster your weapon and then press O to get a satisfying snap.

DC CARTER'S SPECIAL HOSTAGE MOVES

If you're hostage just doesn't put any value on their own life you can stop them wriggling and screaming by knocking them out. Draw your gun and press O while holding onto your victim to get Carter to whallop him or her with the butt of his gun. If that doesn't satisfy your aggressive urges you can always give them a good kicking. Just grab your hostage while your unarmed and press O to shut them up with your size elevens.

LOSE THE TAIL MAN

The cops can be pretty vicious when they're glued to your tail pipe, laying down stingers and setting up roadblocks but only if you've provoked them. They're not nearly as persistent for less serious offences. Jumping a red light or driving along the pavement like a maniac will get them chasing after you but as long as you don't kill any pedestrians they'll give up after a while. However, steal a car at gunpoint or shoot someone and they'll ram you repeatedly until your wheels have turned into a flaming barbeque. The best way to get the coppers off your ass is to be a little devious. Let the police get right up to your rear bumper then try driving towards immovable objects (lamp posts, traffic lights, oncoming cars) and swerve out of the wya at the last minute. Hopefully they'll pile into the object detroying their vehicle or at least getting tangled up long enough to leave you time to swagger off into the distance.

HITMAN 2

IMPROVE YOUR SNIPING WITH THESE.

LEVEL SELECT

At the main menu, press R2, L2, D, O.

LEVEL SKIP

While playing a game, press R2, L2, D, X, L2, O, X, O, X.

INVINCIBILITY

While you are playing a game, press the keys R2, L2, D, X, R2, L2, R1, L2.

ALL WEAPONS

While playing a game, press R2, L2, D, X, D, X.

FULL HEALTH

While playing a game, press R2, L2, D, X, D, D.

LETHAL CHARGE

While playing a game, press R2, L2, D, X, R1 [2].

MEGAFORCE

While playing a game, press R2, L2, D, X, R2 [2].

LOW GRAVITY

While playing a game, press R2, L2, D, X, L2 [2].

BOMB MODE

While playing a game, press R2, L2, D, X, D, L1.

STAR WARS BOUNTY HUNTER

SOME BOUNTYLICIOUS TIPS FOR YOU.

UNLOCK CHAPTER TWO

On the cheat menu enter CITYPLANET

UNLOCK CHAPTER THREE

On the cheat menu enter LOCKDOWN

UNLOCK CHAPTER FOUR

On the cheat menu enter DUGSOPLenty

UNLOCK CHAPTER FIVE

On the cheat menu enter BANTHAPOODOO

UNLOCK CHAPTER SIX

On the cheat menu enter MANDALORIANWAY



ROCKY

IF HE DIES, HE DIES.... NO MORE!

ALL DEFAULT BOXERS AND ARENAS

At the main menu, hold **RT** and press **□**, **△**, **○**, **×**, **LT**.

ALL DEFAULT BOXERS, ARENAS, AND ROCKY STATUE

At the main menu, hold **RT** and press **□**(3), **△**, **○**, **×**, **LT**.

ALL DEFAULT BOXERS, ARENAS, ROCKY STATUE, AND MICKEY

At the main menu, hold **RT** and press **△**, **♥**(2), **○**(2), **LT**.

DOUBLE PUNCH DAMAGE

At the main menu, hold **RT** and press **□**, **♥**, **△**, **○**, **×**, **LT**.

FULL STATS IN TOURNAMENT AND EXHIBITION MODES

At the main menu, hold **RT** and press **△**, **♥**(2), **○**, **×**, **LT**.

FULL STATS IN MOVIE MODE

At the main menu, hold **RT** and press **□**, **♥**(2), **△**, **○**, **×**, **LT**.

WIN FIGHT IN MOVIE MODE

At the main menu, hold **RT** and press **□**(2), **△**(2), **♥**, **LT**. Press **LB** + **RB** during a fight in movie mode to automatically win.

SILVER CLASS TOURNAMENT

Successfully complete the Bronze version of the Knockout Tournament to unlock the Silver Class Tournament.

GOLD CLASS TOURNAMENT

Successfully complete the Silver version of the Knockout Tournament to unlock the Gold Class Tournament.

ROCKY STATUE

Successfully complete movie mode on the contender difficulty setting to unlock the Rocky Statue.



BMX XXX

LEVEL SELECT

Enter **XXX RATED CHEAT** as a code at the cheat menu.

STAGE SELECT

Enter **MASS HYSTERIA** as a code at the cheat menu.

PLAY AS AMISH BOY

Enter **ELECTRICITYBAD** or **I LOVE WOOD** as a code at the cheat menu.

ALL BIKES

Enter **65 SWEET RIDES** as a code at the cheat menu.

AMISH BOY'S BIKES

Enter **AMISHBOY1699** as a code at the cheat menu.

HELLKITTY'S BIKES

Enter **HELLKITTY487** as a code at the cheat menu.

ITCHI'S BIKES

Enter **ITCHI594** as a code at the cheat menu.

JOYRIDE'S BIKES

Enter **JOYRIDE18** as a code at the cheat menu.

KARMA'S BIKES

Enter **KARMA311** as a code at the cheat menu.

LA'TEY'S BIKES

Enter **LATEY411** as a code at the cheat menu.

MANUEL'S BIKES

Enter **MANUEL415** as a code at the cheat menu.

MIKA'S BIKES

Enter **MIKA362436** as a code at the cheat menu.

NUTTER'S BIKES

Enter **NUTTER290** as a code at the cheat menu.

RAVE'S BIKES

Enter **RAVE10** as a code at the cheat menu.

SKEETER'S BIKES

Enter **SKEETER666** as a code at the cheat menu.

TRIPLEDUB'S BIKES

Enter **TRIPLEDUB922** as a code at the cheat menu.

TWAN'S BIKES

Enter **TWAN18** as a code at the cheat menu.

LAUNCH PAD 69 LEVEL

Enter **SHOWMETHEMONKEY** as a code at the cheat menu.

RAMPAGE SKATEPARK LEVEL

Enter **IOWARULES** as a code at the cheat menu.

THE DAM LEVEL

Enter **THATDAMLEVEL** as a code at the cheat menu.

LAS VEGAS LEVEL

Enter **SHOWMETHEMONEY** as a code at the cheat menu.

ROOTS LEVEL

Enter **UNDERGROUND** as a code at the cheat menu.

SHEEP HILLS LEVEL

Enter **BAABAA** as a code at the cheat menu.

SYRACUSE LEVEL

Enter **BOYBANDSSUCK** as a code at the cheat menu.

NIGHT VISION MODE

Enter **3RD SOG** as a code at the cheat menu. Objects will appear greenish.

HAPPY BUNNY MODE

Enter **FLUFFYBUNNY** as a code at the cheat menu. This mode allows you to get more air.

GHOST CONTROL MODE

Enter **GHOSTCONTROL** as a code at the cheat menu. This mode allows you to steer ghost-ridden bikes.

SUPER CRASH MODE

Enter **HEAVYPETTING** at the cheat menu making your character more bouncy.



GREEN SKIN MODE

Enter **MAKEMEANGRY** as a code at the cheat menu. You can now choose a green skin tone in the custom rider creator.

VISIBLE GAP MODE

Enter **PARABOLIC** as a code at the cheat menu. This mode – allows you to see all gaps.

ALL FMV SEQUENCES

Enter **CHAMPAGNE ROOM** as a code at the cheat menu.

BONUS MOVIE 1 FMV SEQUENCE

Enter **THISISBMXX** as a code at the cheat menu.

BONUS MOVIE 2 FMV SEQUENCE

Enter **KEEPITDIRTY** as a code at the cheat menu.

DAM 1 FMV SEQUENCE

Enter **BOING** as a code at the cheat menu.

FINAL MOVIE FMV SEQUENCE

Enter **DDUULRRLDR** as a code at the cheat menu.

LAS VEGAS 1 FMV SEQUENCE

Enter **HIGHBEAMS** as a code at the cheat menu.

LAS VEGAS 2 FMV SEQUENCE

Enter **TASSLE** as a code at the cheat menu.

LAUNCH PAD 69 1 FMV SEQUENCE

Enter **IFLINGPOO** as a code at the cheat menu.

LAUNCH PAD 69 2 FMV SEQUENCE

Enter **PEACH** as a code at the cheat menu.

STAR WARS STARFIGHTER

YET ANOTHER WEAK STAR WARS GAME.

UNLOCK EVERYTHING EXCEPT MULTI-PLAYER LEVELS

Enter **OVERSEER** as a code to unlock everything except multi-player levels.

INVINCIBILITY

Enter **MINIME** as a code.

SECRET CRAFT

Enter **BLUENSF** as a code.

UNLOCK MULTI-PLAYER LEVELS

Enter **ANDREW** as a code.

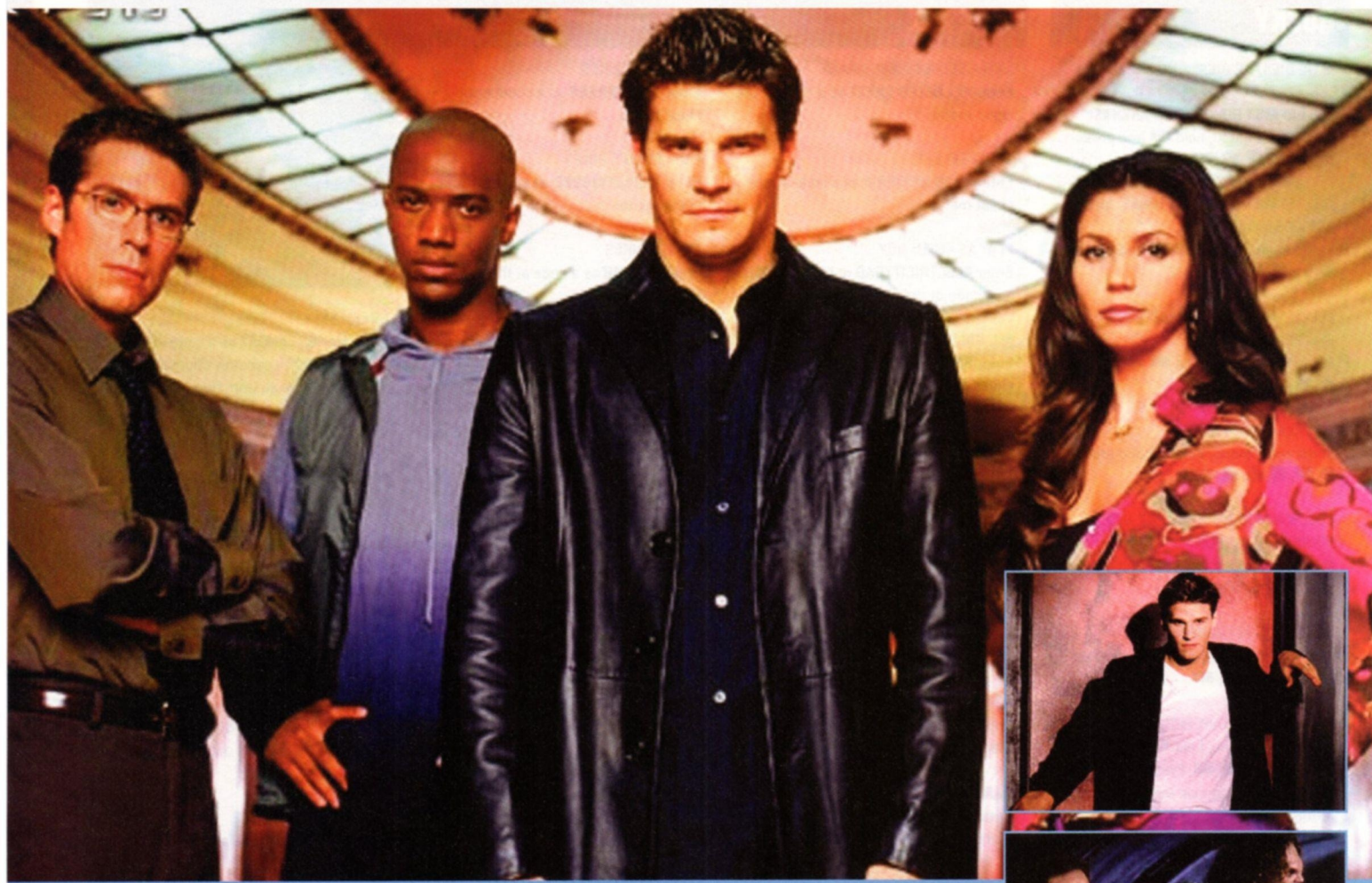
DISABLE COCKPIT DISPLAYS

Enter **NOHUD** as a code.

REVERSED CONTROLS

Enter **JARJAR** as a code.





ANGEL: SEASON 3

WE STILL LOVE BUFFY, BUT THIS SEASON OF ANGEL PROVES BEYOND DOUBT THAT IT HAS SURPASSED ITS INSPIRATION.

DISC INFO

Starring

David Boreanaz, Amy Acker, Charisma Carpenter, J. August Richards, Andy Hallett

Director

Joss Whedon

Rating M 15+

Genre Drama / Comedy
Studio Fox

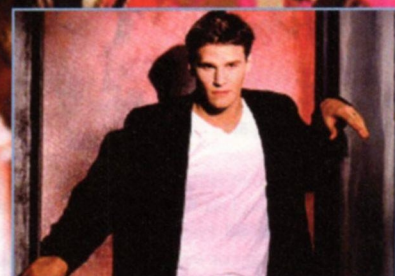
IT TAKES A UNIQUE TALENT AND ATTENTION TO

detail to stop a series from becoming something stale and mediocre. When *Angel* first hit our shores just over three years ago, many were sceptical but Joss Whedon learnt from his early years on *Buffy*. With already established characters, he was able to go straight into the brooding life of Angel minus Sunnydale and with a new tale to tell. What is more important is that it is more than a spin off. *Angel* is now a stand alone series and in many ways improves upon its predecessor. Cordelia Chase has been able to grow far beyond the 'rich bitch' stereotype into a completely self-sufficient character. Angel isn't just the love interest any more and Wesley takes his head out of a book and begins to realise the line between good and evil is thinner than anyone previously thought. The new characters introduced bring even greater depth to the series. Gunn adds some muscle, Fred provides the cute and Lorne, a fine addition to the cast, provides the kicks, the class and the show tunes to boot. This is a season of many twists and more than a handful of outstanding episodes. "Lullaby",

"Waiting in the Wings" and the season finale "Tomorrow" are among the most exhilarating, shocking and well written of the season. For a crew that has become accustomed to blood and gore of various colours, they know how to put together some brilliant dialogue and classy shot combinations. One can only hold on to their chairs and wait to see what the creative crew will do now that Angel's half demon offspring Connor is thrown amongst the mix.

EXTRAS:

I love Joss Whedon's audio commentaries because I feel they enrich the viewing of the series. Unfortunately most aren't done by the creator and instead are done by writers who 'natter' and waffle often about their own importance during the episodes. However if you can hang out for "Waiting in the Wings" Joss will put on his best radio voice and give you the insight that the others commentaries are lacking. The Darla featurette, "Darla: Deliver us from Evil", is tedious and in no way informative. For a character that has been around since the *Buffy* pilot you would expect more than just random



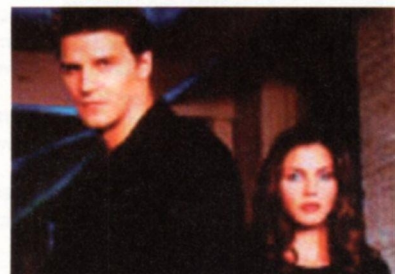
shots of Julie Benz and people saying how much they'll miss her now the character's gone.

The deleted scenes are a little too short - we know they stuffed up more than that - but worth a viewing.

VERDICT:

With *Buffy* saying its final adieu at the end of this season, we can all take comfort that the fantastic cast of *Angel* will continue on. With Joss Whedon at the helm I believe there is much more to be done with the characters and series. Unlike *Buffy*, *Angel* has had a growing cast and, as proven by the end of season three, its namesake is not always needed to keep the show running.

★★★★★ Vanessa Morgan





BLURRED

Starring Kristian Schmid **Director** Evan Clarry **Rating** M15+ **Genre** Comedy **Studio** Magna Pacific

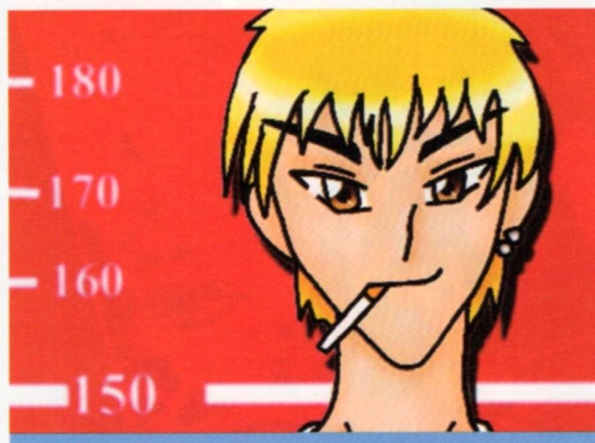
ROLL OUT THE STEREOTYPES HERE COMES THE SEX, DRUGS AND ROCK N ROLL.

From the start the slurred speech of actors too old to play teenagers and some too old to remember being teenagers had me desperately wanting to reach for the fast forward button. While the cinematographer tried hard to disguise the uninspired lines of a bland plot, each character of the ensemble cast was designed with an obvious need to over state their differing backgrounds. Rich, poor, country, city, nerd, popular - they're all pigeonholed, not allowing the characters to move beyond the extremely two-dimensional design. The only outstanding performance comes from Craig Horner as the all round good guy. *Blurred* highlights a lack of funding for young writers and directors in Australia, with films like this falling down in comparison to their American counterparts due to bad scripting, not talent of cast or crew.

Schoolies, for anyone over the age of 18, should be an embarrassment not a celebration and this film does little to highlight the positive of such an event.

As a film *Blurred* lacks vision and balls.

★★★★★ Vanessa Morgan



GTO: GREAT TEACHER ONIZUKA

Starring Various toons **Director** Noriuguki Abe **Rating** M 15+ **Genre** Anime **Studio** AV Channel

AS THE ESCALATORS GO UP AND THE PANTIES FILLED THE SCREEN IT HIT ME THAT

I would possibly have a much greater appreciation of *GTO* if I was a 16-year-old boy. The story is about a 22-year-old virgin and reformed biker thug, Eikichi Onizuka, who decides to mend his way and turn his efforts towards becoming the greatest teacher ever. Only his criminal past comes back when he ends up at a school for mischievous youth. The high point of the series is the design, with the artist using various techniques and styles to create tension, timing and present emotion. The low point is story. While his aim might be to become a great teacher, his attention seems to be purely on young girls. There are some great fight scenes and intelligent trickery involved in the plot, however the school bit didn't gel for me.

One can only wonder what the live-action series is like? Reported to be the most watched series on Japanese TV, it is said to be less violent and more character driven then its anime counterpart.

★★★★★ Vanessa Morgan



RESERVOIR DOGS

"MR BROWN? THAT'S A LITTLE BIT TOO CLOSE TO MR SHIT." AND ALL YOUR OTHER FAVOURITE LINES FINALLY ARRIVE ON DVD.

Starring Tim Roth, Steve Buscemi, Harvey Keitel **Director** Quentin Tarantino **Rating** R **Genre** Gangster/Noir **Studio** Magna Pacific

MANY OF US MISSED THE FIRST RELEASE OF

Reservoir Dogs and it wasn't until the release of the film's big brother, *Pulp Fiction*, that people became aware of Quentin Tarantino's previous film. With many of the elements that made *Pulp Fiction* a success, *Reservoir Dogs* is the unpolished and grittier of the two and absolutely not to be missed. Easily the darker film, you can rest assured it still incorporates Tarantino's witty one liners and signature funky soundtrack. In this gangster film, we experience each of the main characters, not in a flashback sequence as many of suggested, but as one would read a book, chapter by chapter, each chapter outlining the series of events that led the character to this moment in time. This chapter shuffle presents us with a non-linear view of events of a robbery gone wrong. The opening sequence is what the film is all about. Well-written banter brought to life by an outstanding cast of actors with the emphasis placed on timing and not on fancy shots or special effects. This is a dialogue driven film and one of the best. Obviously the cast is a large factor in success of the production. With the likes of Harvey Keitel, Steve Buscemi, Tim Roth and Michael Madsen you would be hard pressed to make a bad film. But *Reservoir Dogs*, and ultimately Tarantino's, success is about the chemistry created through the right combination of actors.

Credit must go to Tarantino's determination to get his first production up and running with no background as a filmmaker. His vision for this script and love of films is the reason he was able to assemble this talented cast and crew.

EXTRAS:

With the third reincarnation of this film the anticipation for the DVD and its possibility for extras has been high. In Australia we have been blessed in receiving a larger package that even the States was provided with.

The audio commentary is a joint effort with all aspects of production interviewed and then sound bytes chopped and placed on a soundtrack to accompany the film. Although it may have been nice to hear solely Tarantino, I think his mad rants of passion may have been hard to take for the entirety of the film. Deleted scenes, cast and crew interviews are all great, but mostly it's just a lot of Quentin Tarantino talking to camera. The not to be missed extra is the tribute to Lawrence Tierney - truly an odd man.

VERDICT:

I had forgotten how much I loved this film and with the tenth anniversary double disc release it's a great reason to go out and watch it again. A former video store clerk, Tarantino's endless hours of watching and study have produced the perfect postmodern noir film.

★★★★★ Vanessa Morgan



WIN!

TEN XXX PACKS

From Columbia Tristar, we have 10 xXx packs to give away, each containing:

- A copy of xXx on DVD
- A xXx t-shirt
- A xXx wallet
- A xXx tattoo

COMPETITION

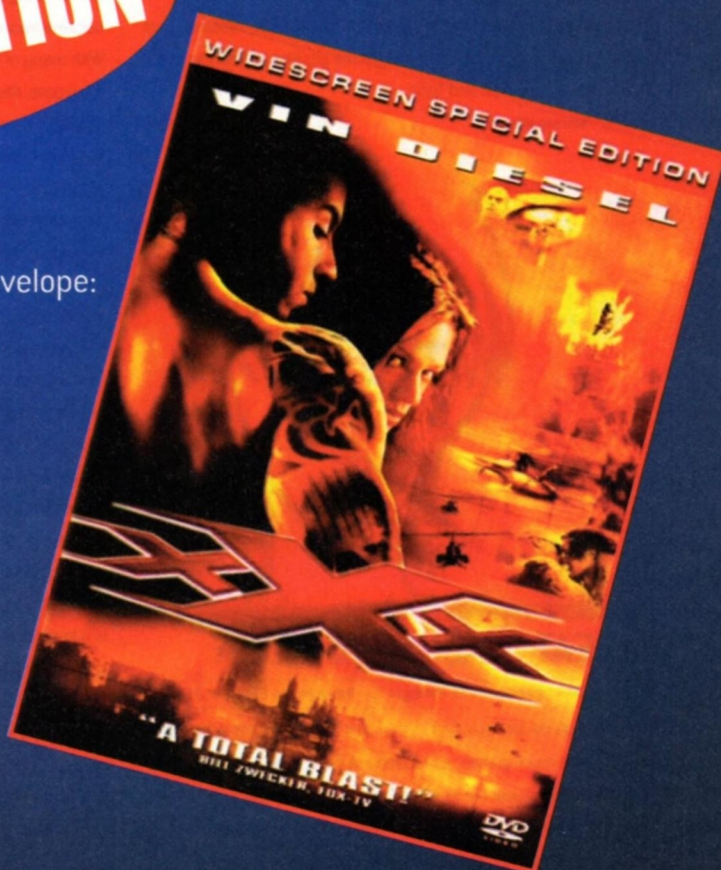
HOW TO ENTER

Answer the following question on the back of an envelope:

Q. What's the name of Vin Diesel's new videogame company?

Send your entry to:

XXX Comp
PSW
78 Renwick St
Redfern NSW 2016
Australia



INCOMING

GAMES CURRENTLY WINGING THEIR WAY TO PS2

APRIL

Batman: Dark Tomorrow	Acclaim	Action Adventure
Capcom Fighting All Stars	THQ	Fighting
Chessmaster	Ubi Soft	Strategy
Dark Angel	Vivendi	Action
Def Jam: Vendetta	Electronic Arts	Fighting
Devil May Cry 2	THQ	Action Adventure
Disney's Jungle Book 2	Ubisoft	Action Adventure
Downtown Run	Ubi Soft	Racing
Frogger Beyond	Infogrames	Arcade
Gremlins	Red Ant	Action
Gun Fighter 2	Ubi Soft	Shooter
Inspector Gadget	Red Ant	Adventure
J McGrath Supercross 2003	Acclaim	Racing
Jurassic Park	Vivendi	Strategy
Mercedes Benz World Racing	TDK	Racing
Metal Gear Solid: Substance	Infogrames	Adventure
Midnight Club 2	Take 2	Racing
Moto GP 3	Sony	Racing
Primal	Sony	Action Adventure
Shox	Electronic Arts	Racing
Speed Kings	Acclaim	Racing
Suikoden 3	Infogrames	RPG
Tennis Master Series 2003	Red Ant	Sports
X-Men 2: Wolverine's Revenge	Activision	Fighting
War of the Monsters	Sony	Action

MAY

Dancing Stage Megamix	Infogrames	Rhythm Action
Dark Chronicle	Sony	RPG
Die Hard: Vendetta	Vivendi	Shooter
Enter the Matrix	Infogrames	Action
Ghost Vibration	Infogrames	Action Adventure
Ikaruga	Infogrames	Shooter
ISS 3	Infogrames	Sports
Racing Sim 3	Ubi Soft	Racing
Return to Castle Wolfenstein	Activision	Shooter
RTX Red Rock	Electronic Arts	Adventure
Shinobi	Sony	Action
Silent Hill 3	Infogrames	Adventure
World Champ Snooker 2003	Infogrames	Sports
WWE Crush Hour	THQ	Racing

JUNE

Backyard Wrestling	Infogrames	Fighting
Breath of Fire: Dragon's Quarter	THQ	RPG
Charlie's Angels	Ubi Soft	Action
Clock Tower 3	THQ	Action Adventure
Crouching Tiger, Hidden Dragon	Ubi Soft	Action
Dragon's Lair 3D	THQ	Action Adventure
Dungeons & Dragons: Heroes	Infogrames	RPG
Evil Dead 2	THQ	Action Adventure
Freedom: Liberty Island	Electronic Arts	Shooter
Gladius	Electronic Arts	Fighting
Indy Car Series	Infogrames	Racing
Mace Griffin Bounty Hunter	Vivendi	Shooter
Malice	Vivendi	Platformer
Nickelodeon Party Blast	Infogrames	Action
Reel Fishing 3	Ubi Soft	Sports
Resident Evil: Dead Aim	THQ	Shooter
Starsky & Hutch	Vivendi	Action Adventure
The Great Escape	Infogrames	Action Adventure
The Lost	TBA	Action Adventure
Tomb Raider: Angel of Darkness	Infogrames	Action Adventure
Vexx	Acclaim	Platformer
Wakeboarding Unleashed	Activision	Sports
XIII	Ubisoft	Shooter
Zone of the Enders 2	Infogrames	Action

DIRECT HIT!

SPLINTER CELL

Distributor: Ubi Soft

Type: Stealth



Near final code arrived in the office this month. We were close to reviewing it this issue, but we felt it best to wait and give it more time. Early signs are encouraging with the PS2 hardware proving more than capable of delivering a close approximation of the lush Xbox graphical finery. But it's up against stiffer competition from MGS2 and Deus Ex when it comes to the gameplay. Full review next month.



DIRECT HIT!

SHINOBI

Distributor: Sony

Type: Action



Another one that almost made it in for review this month, but Sony's decision to delay the release until May prompted us to postpone the full report until next issue. Having sampled its old school delights, we're extremely taken with the stylish combat mechanics, if a little perplexed by the limited level design and genuinely hardcore approach. Our faith in Sega is diminishing with each new rehashed release...



inform charts

inform

The Official Australian Games Chart

Compiled by Inform in association with IEAA

W/E 23 FEB 2003

TOP 20

Best Selling Full Price PlayStation2 Games (over \$50)

1	▲	Mortal Kombat: Deadly Alliance	Action
2	▲	The Getaway	Adventure
3	▼	GTA: Vice City	Adventure
4	▼	The Sims	Strategy
5	◆	Grand Theft Auto 3	Adventure
6	▲	Sly Raccoon	Adventure
7	▼	Kingdom Hearts	Adventure
8	▲	V8 Supercars	Racing
9	◆	Lord Of The Rings Two Towers	RPG
10	◆	Ratchet & Clank	Adventure
11	▲	Medal Of Honor: Frontline	Action
12	◆	Dragonball Z: Budokai Fighters	Action
13	⊙	Tiger Woods PGA USA Tour 2003	Sports
14	⊙	FIFA 2003	Sports
15	◆	Tekken 4	Action
16	⊙	Tom Clancy's Ghost Recon	Strategy
17	▲	Stuntman	Simulator
18	⊙	Tony Hawk's Pro Skater 4	Sports
19	⊙	BMX XXX	Sports
20	▼	Bond 007: Nightfire	Action

⊙ New Entry ◆ Non Mover ▲ Up from last week ▼ Down from last week

Charts can be viewed at www.informbd.com.au as part of



For further information phone 02 9264 0095 © 2002 by Inform. All rights reserved



PSW DELIVERS: ■ THE BIGGEST PS2 GAMES FIRST – GUARANTEED ■ RAZOR-SHARP, TOP QUALITY FOOTAGE ■ MOVIES, MULTI-ANGLE AND PROFESSIONAL COMMENTARY
PSW DOES NOT: ■ MISLEAD YOU WITH FAKE EXCLUSIVES ■ USE PC AND XBOX GAME CLIPS – SHAMEFUL ■ MAKE YOU WATCH OUR UGLY FACES ■ SUCK UP TO ANYONE!

Welcome

Come into my life, I've got so much love to show you.



Graham Smith
Disc Editor

No other console on the planet offers you this much diversity. Just take a look at the page. Go on. The four blockbusting exclusives we've highlighted here cover the full spectrum of gaming:

racing, shooting, fighting, adventuring. If you can do it in real life you can do it on PS2, and we're here to show you that doing it in your sitting room can be just as much fun as the real thing. To do this we've got something that no other DVD offers. Exclusive behind the scenes looks at the biggest games before they appear anywhere else. Astounding multi-angle features that let you choose just how you want to view a particular game. Join us for a lap around the new tracks, Phillip Island, Estoril, Valencia, Brno and Sepang in *Moto GP 3*, and flick through different views on the fly just like an overpaid TV exec. But without the overpayment. Just use your imagination.



VIRTUA FIGHTER 4 EVOLUTION

IN THE SPECIAL FEATURES SECTION

The battle to decide just which is the best fighter on PS2 has been almost as violent as the games themselves. On one side are the *Tekken* die hards who swear by *Tekken 4*'s immediacy and visceral gratification. On the other stand grown men like Cutlack and Nutter who go weak at the knees at the mere thought of *Virtua Fighter 4*'s deeply tactical bouts and rock hard challenge. If you find yourself falling into the latter category, prepare to have your knees buckled. The follow up to *VF4* in the arcade is coming to PS2, and we've got the first ever look at it. Replete with new characters Brad and Goh, the fantastic new Quest mode, hundreds more secrets and bonus items to collect, and a radically revamped play mechanic, *Virtua Fighter 4: Evolution* could be the ultimate beat 'em up for fight fans who want a little more intellect from their scrapping. Check it out now for the first ever viewing of the new characters.



DEVIL MAY CRY 2

IT'S IN THE EXCLUSIVE SECTION

How much do we want this? It's the follow up to the greatest action adventure ever made. That's action with a capital 'A' and adventure with a decidedly miniscule 'a'. At last we get to see Dante showing off his

extremely cool new moves. Running up walls with his guns blazing, firing behind his back without even looking at his victims and cartwheeling through the air while simultaneously taking out some of the most

stupendously gruesome and obscenely huge bosses ever conceived. And when you've calmed yourself down after all that there's the delectably feisty Lucia to think about. It's gonna be huge.



SPLINTER CELL

IT'S IN THE EXCLUSIVE SECTION

In the end they all flock to the PS2. At first we thought he was running scared from a certain Mr Solid Snake, but Sam Fisher (crap name but he'll soon be familiar to you all when you've seen this stunning footage) has finally decided to pit his skills against the master of stealth and let us decide just who is the true king of shadows. Prepare to be blown away.



MOTO GP 3

IN THE SPECIAL FEATURES SECTION

Don't be so cynical. It's not just the best game on two wheels simply because there aren't any others on PS2. The reason there aren't any others is probably because Namco has raised the bar so high with its awesome racing series that no one can come close to replicating the sheer speed, thrills and fine handling of this wonderful game.

SPECIAL FEATURES: Moto GP 3, Virtua Fighter 4 Evolution, Mortal Kombat: Deadly Alliance, **EXCLUSIVE:** Mace Griffin: Bounty Hunter, Starsky and Hutch, Splinter Cell, King of Route 66, Devil May Cry 2, Clock Tower 3, Evil Dead: A Fistfull of Boomstick. **NEWS:** True Crime: Streets of LA, Whirl Tour, Bomberman Kart, Jurassic Park, James Cameron's Dark Angel. **PREVIEWS:** Vexx, Def Jam Vendetta, Dead to Rights, Shinobi, Pride FC. **REVIEWS:** Silent Scope 3, Wild Arms 3, The Sims, Star Wars The Clone Wars, Legends of Wrestling 2, ATV2 Quad Power Racing, Silent Hill 2: Director's Cut, Evolution Skateboarding, Contra: Shattered Soldier, Dakar 2. **IMPORTS:** Tales of Destiny 2, SD Gundam: G-Generation Neo, Lupin The Third: Legacy of the Magic King. **EXTRAS:** James Bond 007 in... Nightfire - A behind the scenes look at how they made the driving sequences!



5 RESERVOIR DOGS PACKS

From Magna Pacific, we have 5 "Dogs on DVD" packs to give away, each containing:

- A copy of Reservoir Dogs Collector's Edition on DVD
- A Reservoir Dogs soundtrack
- A Reservoir Dogs poster
- A limited edition "Dogs on DVD" t-shirt

HOW TO ENTER

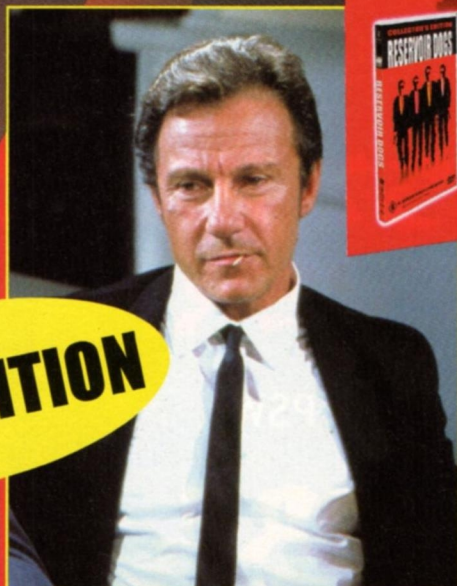
Answer the following question on the back of an envelope:

Q. Who plays Mr Pink in Reservoir Dogs?

Send your entry to:

Dogs on DVD Comp
PSW
78 Renwick St
Redfern NSW 2016
Australia

COMPETITION



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ACTION REPLAY II



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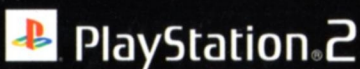
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